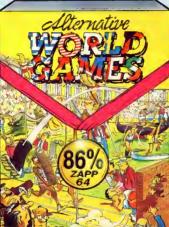
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## 14 CRUCIAL POLL

RESULTS What was the tap game of 1967? the heat sin? and IIII importantly who was the higgest dr? Fleef out in the defailible readers pail.



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## 94 PLAY TO WIN

First with poless, first with maps. This month we being you Phricon maps and tips, poless in Generalist & and Combal School and the first ever map of



## **116 GAS**

let Jamie Hesslett with on-predicted formery maga perior brings so the t installment of Grossy Arcade rise, his tale of simple inter-planety





Golden Path, anotherically fals



Thunderblade Sega's chopper yame wipes the rest out of the skies



## 10: It Type comes to the 64

Editor — Mike Pattenden, Deputy Editor — Gary Peen, D. Wilster — Next Kelly Designer — Davie Bloop, Advertis Wilster — Next Kelly Designer — Davie Bloop, Advertis — Garden State — San Advertis — San Ad

Jan-Jun 1987

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## **CARD SHARKS**





## THE THREE STOOGES

If you're into a does of classic medicappear, this moves from American softsaffers. Commowner considers from American softsaffers, Commowner considers from American State of you for a year for a few and the soft of you for a year for the common soft of you for a year for the common soft of you for a year for the sibrar of the sibrar soreen very batch. In the Thirtian, Our three honested was come on a videous for the sibrar of the sibrar soreen very batch in the American State of the sibrar soreen very batch in the work of the sibrar sorten very batch in the sibrar of the sibrar sorten very batch in the work of the sibrar of the sibrar sorten very batch in the sibrar of the sibrar



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## JUDGE DEATH

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## CORPORATION

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## AMIGA VIRUS MULTIPLIES either through people secretly

"Virus" programs which can affact, and in many cases dastrey, any disk with which they come in contact \$1.0 causing increasing concern amone Amies acitware productrs, distributors, retallers and consumers.

The ongenal virus is reported to have amanated from a Swins-besed eup of hackers calling themselves the SCA (Swiss Crackers Association) but, according to Silica Shop's Paul Ellis, the "copycat" syndrome has meent that there are now at least four different viruses in exatence.

None of the strains of virus permanently affect the Amiga's own operating system, but the virua is transmitted from disk to disk via temporarily "Infacted" computers. If the computer is not switched off at the power course between booting different disks and the offending code is present on one of the disks boots d, the Amige's RAM will become a virus carrier, infecting all the diaks subsequently loaded.

The effects of the visus on the disks very, depending on the nature and complexity of the softwere in question. In a large number of cases the main manufastation of the virus is the appearance after booting of a message - the SCA's one reads "Something wonderful has happened -- your computer has come alive" -- followed by the

pregram crashing. The virus operates randomly so that it will not show up at every booting. When the message doesn't occur, the game will usually boot and play normally. However in many other instances the effects of the virus are far more devestating: if certain disks are booted in a carrier machine, they become corrupted, and useless. In general it would seem that the more sophisticated the program, the more susceptible it is to the letter 'tarminal" affect.

It seems that the virus is spreed

booting infected disks into demonstration models of the Amiga In software shops or through Arnigs owners running other people's pirated or borrowed software on their own machines.

While the scale of the preblem is perhaps not as widespread as some ol the reports have auggested, Silice Shop are taking it seriously anough to warrant the development, continual upgrading and free distribution of virus "killer" disks which will check whether a Virus is present in any of your disks and ramove it. They have found it necessary to produce successive upgraded killer models - within a matter of weeks - in order to deal with the new "straine" which have appeared. But for those who have shelled out large sums of money for top-of-the-range games which are totally destroyed by the visus, the

solution is to write to the garnes manufactures or retailes for a "I think the guys who wrote the virus are pretty werped", says Silice Shop's Paul Ellis, "most of the people buying Amiga games era

killer is obviously useless: your only

young people, paying with hardearned money. And with this virus anyone who's made a major investment in Arriga software could find that their collection has been numed

Among the companies whose products are most seriously threatened are Arriga specialis Psygnosis and Novagen, "Anybody whose products contain a

sophisticated protection system, like ours, will have their software destroyed by the virus", according to Novegen's Bruce Jordan.

How can a virus bo transmoted onto write/protected disks? Despite some mutters within the software industry suggesting shortcomings in the Amiga's write/pretect system Electronic Arta' Mark Lewis feals

that this is unfair, orting instances in the past of viruses occuring in IBM and Apple systems: "I don't believe that there's a disk dove built that cen't in certain pircumstances be made to write to a write/protected

And the selfish jerks who programmed the virus? "I don't think you could print what I'd do to them if I got hold of them", was how Paul Blis summed up his feelings. But EA-man Mark Lewis had rether different views: "these guys are, besically, criminals, operating on the edge of the industry. But I also think that the virus-creators are most creative people, and I just wish that they'd ring me up so I could get them using then talents in positive rether than negative ways, writing pames rather than destroying them.

SAFE BOOTING -- how to protect your disk collection: 1. Only buy software from accredited dealers - don't plusts, or

use pirated software. 2. Always switch off your Amigs at the power source between booting cames - the virus can't be screed if year RAM is clean

3. Check all your disks for the virus and disinfect any that you find to be affected. You can do this by using s reputably manufactured "virus killer" - Bilica Shop will send you their latest "killer" program. complete with detailed instructions on how to use it. If you write to them, enclosing a (preferably formsted) blank 31/2' disk plus s suitable stamped addressed envelope, at: Amiga Virus Killer,

Silica Shoe, 1-4 The Mews, Hetherley Road, Sidcup, Kent, DA14 ADX 4. Have all software checked in the shop before purchase.

A recent decision of the House of Lords has finally confirmed what meny of us have suspected for come time: just because a venue contains a poin-on that doesn't mean that it can be classified as a cinema. Perhaps surpnsingly, this decision

was not a foregone conclusion. As reported in Commodore User last May, two lower courts hed previously found in favour of Westminster City Council who sigued that sicedes, chip shops, youth clubs and indeed any premises whatsoever which contained a video game should be covered by the Cinemas Act (1985) in that it constituted "an exhibition of moving pictures

Under the Garning Acts stringent regulations are laid down covering how, when, where and by whom gembling mechanse ("one-simed bandits" etc.) can be played, but arcade games - which don't involve envielement of "paming" -ers, of course, not covered by these laws. And a cartein Councillor

Robert Davis and his colleague, not being able to see any distinction between cambling machines and video arcade gemes, decided that they would try to bring coin-ops under the Council's control in order to pretect young people from being has med by the m. (When asked for any prepi for the proposition that arceds games harmed young people, or envisody else. Councillar Davis and Co, declined to respond)

So the local authority scrabbled around the statutes books end eventually came up with a possible ipophola in the defirstion of "cinems" in the above mentioned act. If the House Of Lords had agreed with Westminster City Council, Councillor Davis and his followers could have effectively benned or severally limited arcada games from being played in public by requiring that various regulations be enforced and licence fees be paid under the Cinema Acts which were, of course, utterly ineppropriate and never intended to apply to com-ops. And remembers all this could have been done without any public debate ever being held on the issue of whather areade games are hermful to minors. Happily,

however, the Lords decided

otherwise.



## MASTERTRONIC SIGN UP QUARTERBACK

Mastertronic have just signed up the conversion rights for an American Football coin-up andorsed by the mee who is arguebly the world's hottest quarterback. John Elway.

The arcade version of Ouerterback is at present only outside in the States, but so popular has the aport become on this side of the pand (well ... Edit has Mastermonic have decided to a lesse Ouertainanck on both Arraige and 64, in the United Kingdom, with the projected lisuance being planned to coincide with the start of the new American Football season in August.

Despite the fact his team, the Deriver Stoncos, were humilisted in the recent Superbowl finel by the Washington Redskina, Elway is still one of the sport's best known and most humily regarded figures, and his andoursement of the ercado game Querterbeck well elmost certainty ensure that it is a US comp hit. Mastertranic clearly hope that they ill score with the UK conversion too.

To calebrate their expulsation of the Quarterback licence. Mastortronic have very kindly affered to give on of those program looking high flying penuine leather American footballs to the first CU reader who can correctly identify the Waahington Redskin's gunsterbick who overshedowed poor old John in the Superbowl by leading his team to victory and into the record books, smashing the previous Superbowl high-score total for a aingle quarter. Answers please to Quarterback Compe, Commodore User, Priory Court, 38-32 Farringdon Lane, London EC1R 3AU.

## AMIGA TV

These who foolishly think that the Amige is masely a superfeb games mechies will be surprised to learn that two of Chemail 4s hippest "youth ontertalenses" shows have been using the big A to design their imprassive on-ecese graphics.

"Network 7" have been using the Amigs to generate guaphics since the abow was first broadcast in April of last year, and "The Chart Show" has now used Amiga technology for some fifteen months. "It's a very good last graphic."

it's a very good as graphic computer, a splishin Kaith Macmillan, executive produce of both shows, "ver've all gone Commodore-mad round here. Basecally we write all our own software for the Amiga. We also build on a lot of a leactronic blick boxes at the end to a neble broadcastion."

Channel & chose the Armga above, other "pre-formed" graphes packages, many of which Macmillan feels are poor whea for the prices. "Network 7" is character site rapid by a graphic designer working on the Armga, while "The Chart Show" uses the computes to formulate as "incer" leature. — those pands which flesh up on part of the screen giving bour dates and other information.

conserving the bard playing. Those of you who consociationally scow your CJI cover-to-covers will have noticed and on list atmost? sub, lavining Amaga estats and programmers with or highly be intra-estad in working on "Network"?" second exists—which kills off in Mayr—to-send C.V. and domo disk to one Sholloy (VMILI) But, for those of you lavy sook who missed it, Shelley's address in Video Visuals, 300 Fulliam Road, Landon SW1088.

Take as to your Lander (nauls) !!! Clearly of the opinion that you can't have too much at a good thing, those Access/US Gold fells have just auneurood the release of ret and version of Landerhoard - World Class Leaderboard: Famous Courses Of The World. In its various guises Loadschoord had spent over a year to the charts, and, those of us with good eyeoight and low pain thresholds have seted that the latest copy is subtitled Volume 1, implying - an II you hadn't began to get the message by now - that the Leaderboard sage may still have a too more chapters to

**Empty Pocket Sprockets: Their** er-increasing sales, plus the fall in the value of the dollar, have combined to enable spruckets Evenham Micros to reduce their already low seriond Excelorator disk drive |now bendled with GEOS| by other £30 to lest £129. For another £20 you can have a fre anachime thrown to. And, for those of you lucky enough to own an Arriga, and feel you could do with a supplementary drive, Eveskam will shortly be releasing an Amige-compatible disk drive which will retail of £99.95 - a full £100 less thea Commodom's own

UK Emulater: Further to one place as floweries a company Rodryoft's 64 semisting for the Amiga, Robbish larve just as assumed flast they will be distributing this filsoly-to-be-sought-after places of hardware in those parts. The emoleties about the British shops any newhood and will exhibit shops any newhood and still exhibit shops any newhood and 250-35.

E. A. Taped: Good news for those unfortunates who fraction is booth at Electronic Arts' P. M. M. Pagasan or Check Yangur's A. F. I. stern left did it have access to the necessary disk differ: E. A. have just announced that those two programs are being reinassed on cases for format too, not will rotal all 20.35 each.

FENOMeaus Sequest: For threes of you she known? yet had year? His of you she known? yet had year? His of you she known? When meals be anamolously out theres..., i, Germille know jour anade problet the impossing release of the third child in this licence FENOME Strikes Back, to which Matt Tracker's non Scott had have the changes of yet WENOM and it he being haid in their moon HO, the prizes for greening what year's got to do.

suchashop presidented in the December jak, suthavan sammittrack supreme the Habbard lass norr officially joined the Extransic Arts samma and mile the feture be everking the samma and mile the feture be everking the samma and mile the feture be everking the samma and t

Hubbard more confirmed: As Buzz

## SOUNDTRACK JARRES

results software indused in this country by Infogrames, have the rights to use the music of French techne wiz muso Jean Michel Jarre on future refesser.

The first exemple will appear towards the end of April on Ceptain Blood which will contain excerpts from Jaire's 84 'Zoolook' LP.

Captain Blood, which, its promoters modestly claim, has "the best gritphics seen on a computer", is a combination arcade/strategy game in which the approxymous has on must travel the galaxy in search of

restore he eboing life fluid Musically, pethapa best known for he elbums "Oxygene" and "Equinoxe", Jarre has also become renowing for his incredible soundend-light shows. Infogrames have very kindly

donated five copies of "Zoolook", plus five copies of Ciptera Blood, to the first five CU reades out of the last who can tell us whon the Spring Equinox occurs this year. Entiries to Captain Blood Compo, Commoiliere User, Priory Court, 36-32 Farriagdon Lane, London ECTR SAU.



## ADVENTURE CHART NATIONAL OF THE CHONNEL MERODISCOST MASTERIREME UA WE NOWYASH 000 ANYDOTHE SOFT A 3 MICK THE MAPPER PANSONS WE MAYLETH READERS COIN-OP CHART 2 QUAD OF THEFES LEVEL 9 & CHOME BLUGER US GOLD He hunt. Your charts have been pouring in in even greater volumes than ever before, and 12 OUTRUN MASTERTRONK 5 NATED WATER DEAD they're mostly saying the same thing as test meeth: Out Run, Deable Dragon, Afterburner and R-Type remain the top four. But 7 NOOLS NEVENSE 2 3 DOUBLE DRAGON there is a re-entry for Rand Run-ner at number five spot. Keep 'em coming, coin-op freaks, and remember that the tirst five top 9 KONCHT ONC 3 1 AFTERBURNER . Harding rowker's translation for the design of the desig 4 RE R-TYPE es out of the hat get a CU T-Shirt. Se tell us whether you're "S", "M" or "L". control visit special control is printed whether the printed wheth 5 RE ROAD RUNNER CHART CHAT C64 CHART SEA IS COLD TOP TEN SILLY HAIRCUTS OCEN DOESH From a list of hundreds. . . ME PLATOON 3 MATCH DAY 2 OCEN ELECTRONIC MITS 2 COMENT SCHOOL COOK WASTERS 2 TEST DENE

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16

uary waystack yent A fright mass bigger than the tallest of Gary 'Haystack' Penn buildings

Terry Words Which particular will though? Milchael Hesimon by Yarzan to look yeung. Terry Woran Michael Hesettine

12

Sinead & Conner — a woman with a

voice like a rusty gate. mr ' going to tell him, though, Murdochi

Mind, a thirt on hone peaks y Minde; I crunce Yeart V Arry A good appli in the army would sort bim out Terence Trent D'Arby He's had one? Oh.

Still spectrum the same 70s bairdo went but Souli sporting the same its halfse area dropped. Glenn Hoddle Russ Guile.

Holland's footballing supersitar — gets
whipland every time he heads the ball.
whipland every time he heads the

Ruud Gulit mary teastermarks took the baby away... Mary (Eastenders)

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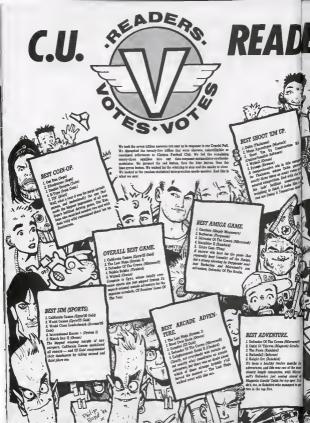
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AMIGA CHART

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into the first level, the idea being to work your way through the levels. and honce across the grid so you can trip the switch that shuts the whole thing down. Shutting down each level is the

core of the game You pilot your



Entering a power unit

shows you where you siel you'll heve to use trensporters to hop eround various sections. To utilise these you have to aucceed with anothor piece of deft timing. Your ship spins in the centre of a lot of green and red lights and you have to

structures to bleed blue droplets Wizball-style which can then be collected to top up that lost energy. It's a bit like cosmic lucozade Once you succeed in shutting down the lour power units you'll be taken back to the grid where you can

hat e brillient idoe! No len Macaak II and Michael Fish, no snow at Easter, no wet summers, no late hurncane warnings. So there are you after several years in deep space returning homo looking forward to relaxing in perfectly adjusted temperatures only to find all the weather stations have GONE PIGGIN' WRONG! I suppose you'll have to fiv around the 24 weather stations and close them down before you can put your feet up. And

that is Special FX' new dema Firefly You begin on a grid, a sort of alactic chesaboard and move a figure into a square. This takes you

Brick based lavel

ship ground the various zones looking for power units. To shut each unit down you have to collect four pieces of, well 'cosmic snot' was how programmer Tony Pomfrett described it to me Anyway when you have a handkarchiel full of ityou can enter the unit end shut it down. Turning off the power is little more than an extracise in timing-As you explore each level (a small

map at the bottom of the screen

2345678910

hit there geen ones. Each time you hit e green light though, the ship spins quickei A mass of eliens dotted round the

venous systems will also sup this energy. Your only defeace is a fairly puny ring of boomerang bullets which circle your ship. The only way to restore lost energy is to ahoot the odd floating fish which passes vary every now and again. Hitting it and catching it causes the background

CU RATING

move your figure another zone closer to the mein switch Firefly takes de inspiration from an old game called Zone Ranger, Firefly la particularly original game in its own way and has lots of ideas contained within it. The prophics lout together by Keron Davies) are colourful and detailed, the sound neat and effective whilet the little sub games give it a diversity of Internat that I found missing from something like Hunter's Moon which it resembles. In all Firefly is a very polished nackage and it of

that Hysteria was no one-off.

Mike Pattenden. Phallic brking.









Lance stands his ground in the second enemy extens!

onam's com-op received a farty mallow reception when the fast appeared almost a year ogo — arguebly baceuse its release was construided by that of two breath taking racing games aremally Konerio's WECLA Mens and Segal's Out Run. Still, its popularity hasn't stopped imagine converting it.

Gryzor is a shoot "em up — more securately, a mixture of three types of shoot "em up spread owe eight levels. Taking control of crack commando Lance Gryzof if sup to you to battle through and detable enemy outposts before penetrating and destroying the mothership at the end of the list level. On the first

In the 64



level Lance has to negotiate a short, hor zontally scrolling landscape, avording or destroying enemy solidies and gun emplacements Collecting the red pods found along the way gives you one of four extuawizapons — reprd fire, laser, scatter or shreld Sedly, you can only have one of these opposes serve.

Having reached the end of the level and blown a box in the wall of the nemy base, Lunce he so find he way to the control room wae sample tunnel network. However, the corridors are patrolled by enemy guards, who are best shot before they shoot you, and is deatily electric barries which prevents progress.

of the corridor is destroyed.

Once the control room has been destroyed the second outpost has to be penetrated and er adicated, which involves completing a more difficult tunnel network and en extremely well defended control.

The seventh level is smother horizontally scrolling (sindbase), only this time at a feet long, more viewed and considerably harder. Sometimes and considerably harder, Goant, boulder-spetting American foolballers make a brzarra and unwelcome appearence, along with a sletch finde businers and a fine ball-breathing diagon's head at the end of the level.

Descroying the beast allows you to enter the mother ship and attempt to enter the mother ship and attempt to reach the center to establish a ship and attempt to the ship and the ship and

The problems of control and toughness undermine this

Dishing out a dense dose of death and destruction at the and of the first leval



conversion of Grycor, it certainly listed with a transfer focusing the second of Coren has been considered for contribution of Philosop and Restart Second S

masochat this is night up your street. Everyone else ought to think twice before spleshing out. Gary Penn



-1-		
	12345678910	
Viceo	H	
AUDIO		
FOUGHNESS	<del></del>	
ENDURANCE	HARAGE BARRES	
You	Harris Marie	

Not even icy wastes dater Lence Gryzer from completing his mission.



The heavily guarded entrance to the second outpost





As the graphics get worse the ection gets berder .



Yelks! Striy 21 seconds for Lance to bettle through the corridors to .



. . . the control room at the heart of the first outpost.

## 64/128 Cascade Price: £9.95/cass £14.95/disk

ascade would be the first to admit that the bears game concept behind Trazillah startingiy oughet' you've got to use bells and bells to disladge braits until the screen is cleared. Yes, it's Breakout for the umpteenth time.

Breakout for the umpteanth time But it's the fulle that are worth talking about, and, as a certified Breakout nutter, I den confirm that the firlis on Traz are pretty heat.



Trac moderably, as short or Transformable Transfer Zone. Why Transformable Transfer Zone. Why Transformable Transfer Zone of the magnifestures of this package stall it contens what is, at least to my accessed to the transfer Zone Zone passages and the content of the passages and the content of the metal passages and passages and the content of passages and passages passa

## Where will the distorting bracks send the hell?

contail indestructuale, consorting serimontale-general plocks. "President (seros which you've got to keap the ball out of — Traci allowing vot libit, them on any of the four walls, not just at the bot of the screen, lost you can have more than one, beside each other, perpendicular to one another or even stacked more stall before the control of the contail of the control of th

pressive But average of the Construction KR option. The would be a printy from game to load the construction KR option. The would be a printy for any game. The data is that you have to load the your way through a multi-active opening the construction of the construc









## 1 2 3 4 5 6 7 8 9 10 CURA

Visio Autor D

7

## Screen Scene

aree, and if you're on your own you can get seasick trying to use your joystick's up/down plane to move one bat and the left/right plane to control the other.



The binds you're frying to take or come in two classes shopes a bind property of the company of the company of the many time between the company of the class of the ball's fight, they're simply of disord it he ball's fight, they're simply you're to make things to do moniser yours which appear and float a round the screen, Arranoidshife, and can affect the ball's flight and hill it more than the pash if it more than the many of the company of the pash if it more than the many of ma



This contraction of a law kit is five question becompared by a falling question metric continuation of a management provided growth up to be it described when it is not too consumed learning the office of the contraction of the contraction of the similifiance of the contraction of the similifiance of the contraction of the similifiance of the contraction of provided the provided the contraction of provided the provided the contraction of provided the contraction

You per five here, with a bonus life several fire sain devict completed, but believe me, this rant rower, but believe me, this rant rower persons, you're going to have to be lucky not to drop one or leve, and once you get on to any of the second staye; gives every according to with cheen start off lived you with cheen start off lived you with cheen start off lived you with you'll have to control four separate batts donce, assuming you're playing by yourself.

Tray — were the respendent of the property of

No. I don't think you're going to the of Traz in a horry. Cessade hive taken the proven both nanning computerents of the game and enhanced it with host of clever touches. The endeathy ured accress, the motify place bits, either presence of any one of these they would be not be not construction fatterness. The sufficient of the presence of any one of these they would make this game would make this game worth a look for the senous. Affair-freek By cramming ell of them, and more sell on any crodust. Experience.

**Nick Kelly** 



64/128 Accolade/US Gold Price: £9.95/cass £14.95/disk

wasn't enough to master, the program gives individual names and characteristics (speed, toughness, etc.) to each player on each team. It all seems like a tremendous amount of studying to do before you so much as get down to the line of

scummens. Anyhow, when you've decided that you're as ready as you'll ever be, you exlect one of the two teams and give the other either to your

mate or the computer. Press the fire button and one of the III-defined little Foures boots the ball. The screen initially shows the sies surrounding the half-way line, with

Sit back and lef the compular have some exercise.

saguence follows during which you (controlled by you) who can then try to guide this player as fair back up the field as you can before the

opposing hordes swarm around and there's some very subtle still tackle vou

decide whether to throw, kick or run the ball, and when to do so. Parhaps involved in calculating exactly when

move) fly, but if there is I was too

dopey to work a out. Basically,

you've already decided, by your

going to do, and so has your

venous manu choices, what you're

to let your pass (the most common Once the tackle has been made.

or those of you who are not lamelias with the sport of American Footbell the first thing to note about 4th & inches is that there's absolutely no point in loading it up, pressing fire and seeing how well you get on: a Instructions sheet is unavoidable American lootball, you soon come to unberstand, is heavy on tactica, and you have to try to work out from the mesors information provided what moves like "Draw, Run" "Short Curl, Pass" and "Streak, Long Pass" ectuelly mean on the field of play.

There are some 36 different plays possible in all, t6 possible team formations plus all the different player positions (eithough there are only eleven team players on the field at any one time, just like in the real thing specialist players are brought on for specific plays). And, as il that

The All-Pres convert their teachdown

way beyond this area, with both

come stape rather than scrolls.

about t0 yeads in either direction three successive menus appear depicted. The ball, of course, travels undementh other player's team to enable you to decide the strategy for teams' players in hot pursue, but the the next play. These menus give you five possible team formations, play selections and players to choose from. If you're playing against a real

live opponent, your joystickcontrolled cursor (options are represented by North, South, East, West or Centrel is invisible, thereby keeping your selections secret. If you've got possession, the options will relate to attacking plays, while your opponent is offered a renea of deleners plays.

All that happens in the actual "Play" is that the ball is passed back to the flashing quarterback

Vaneo Armo apponent, so the skill needed during the arcade phase is pretty minimal -the game does most of it for you. If the hall has been passed you have to try to move the receiver you've previously selected underneath it to make the catch. There ere so many other plevars of both sides swarming around, and the sordes are so poorly defined, that whether or not your flashing receiver manages to make the play complete is totally but-or-miss. If he doesn't,

it's back to the line of scrimmage or. If the four "downs" have been exhausted possession changes. If he does, he can try to not upfield. evoiding tackles, towards the end

4th & Inches does stick lairly closely to the rules and tactics of American Football The guarters tick away, you can call time outs, players do intercept passes and hand off tackles. But so much of the gemepley la automatico i predata mined that there's very little

sense of playing the game yoursell. You get all the frustisting Interruptions of American Football with absolutely none of the thills, skilla and apills. A Long Pass? I think I would if I were you.

Nick Kelly







## Screen Scene

learing skull awarts at the end of the creeper cled corridor.
Level three is a red lunar

lendscape where deceptively pretty bubbles float around. Touch them and like your dreams they fade and de Make it as far as the and and a mountainous rocket launcher pumps huge sircas of photon

ecloplesm at you. The final level consists of a matted mess of blue spinles which not dely orang you for room top and bottom but hinds your palls going forwards too. To complete the circle a massive footbas guarded by another saeks confrontly you it takes a whole

bank of shots to finish this beby off.
You conly assistance throughout.
You gain it is difficult settle wedgonly.
You gain it by shooting small green onto which appear every now and again on each level. Shooting if once turns it into a jury which when picked up Southers you il inspower Sol another and your firepower is inplied. Grab another and a ridde.

You can have a lotal of two efter that the green minty things just give you smart bombs or extra lives.

R-Type is our rently under conversion to the 64, but if Activision can do better then this they deserve a lot of credit. White: 80 isn't a complete copy, level for level, if does possess all the elements that made the irrain game such a joy to

The their smalls at the end of level but.

CU RATING

programming (if a little too difficult with greet graphics and a hugely enjoyable blest. Put 8ob and Doug to work on something else quickly!

Mile: Pattends

An obmission last carrier

COMPO

is collaborate the hanch of this severa thank we've contains freelight that plant away a first large Bard has. That is cole had extended 144 remains contain IV. With this end you'll serve have to employ the IV. It has being severa he wire up you're exception, And you'll serve have the get up to entitle over twen the Section of Contrains on a Scharley, You wen't serve have the get up to entitle over twen the serve thank from the Section and Contrains on a Scharley, You wen't seem have to get it is had.

Here the you will their Well shoot you sell haved drawing

How do you win this? Well show you all lored drawing remapping reasoners so much be that about a little or enters for that compet you throught you'd like to you't break to appear again. You've soon much enthreat of thereography harmlish on all feet type ensembers on the frend cover, and on the poster, how it've your that to direct, punish, do a collapse or solution and a disignating sickness palent under others draw a solly manned by the UD Cross. Lot they alternate (South Ob, on there's tender aposite of the control of the control of the control of the con-

this game to reach on by March 18th with the winning entry to be repristed. Send 'one to Vite Alien Compo, CU, 30-32 Farringdon Lent, London ECLR 3AU.

Price: £9.95/cass £14.95/disk





omawhere deep in the psyche of computer programmers resides the shool 'em up markel. And as we all now imitation is the sincerest form

Yeak III has routines from nearly. all Breybrook's oldies Escentially a vertically scrolling shoot 'em up, Task (If has near identical sound effects to Unideam. Your score is calculated ofter losing a life or clearing a level on a separata screen with rainbow-hond letters à la AlleyKat. When you explode il looks

vegusly families as well . . . The story? In the year 6038, a mere decade after the Cappin Wars, an evil amouror from a distant gelexy has invaded the peaceful galaxy of Cybernetica,

You are Prince Tomos (very trendy) the last survivor of the Cappin Wars Rebal Star Fleet, and it's down to you to destroy the evil amperos Colos who resides behind communicated star systems.

After the come loads your ours got which reminded me of something I might have heard on one of the original Star Trek drama sequences. When you start on the first level you are almost imitantly angaged in combat with a large squadron of nightly coloured nurvertamperpers. A novice player at this oint might decide to retreat, if so hey might notice their ship files ver slightly similar to the one in

Task # also features | ha popular ddingnal wespoery. This Ilma you neve to fly ovar blocks to collect and



## Break through Colon's earners (777 -- E4)

activate the device. If you hand around for a while the block turns to the next highest weepon, but as you have a time limit for each level this can not be recommended as a way to build up your arsenal.

The extra weaponry just it case the going gets tool ougl Task iff is an inverted shoot 'om up good game rather then the bad one. in the sense that you automatically lenotibbs and lie this Ho trate be played to be believed, I'm weaponry. What you can collect is varied, nothing dramatically same. To blast with you get a trilaser front gun, rest lesets, and side lasers. On top of this you get smart bombs and a protection satellite ose. The read best weapon is the dimension warp which casts you in enotiter dimension, causing all Build up your areenal

(77777 - Ed)

Time for a dimension warp (??????? --- Ed).

the sliens to slow down while you

blast tham, And finally there's the Emergency Package activated by

pressing run/stop this gives you all

The quality that makes Task We

is its addictiveness. It really has to

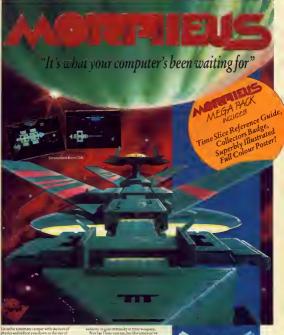
The graphics, aside from a couple of neal enemy sprites, aren't very challenge that makes up for its lack

Mark Pattersen

## TRAC IV 12345678910 CU RATING

Auror TOURSMAN ENDORANCE Ves

Victo



Quite a task you may say, but you didn't course the belp of ANDREW BRAYBROOK, software prouper and atomic genius quite friendly, a least very few of its inhabitants will be trying to kill you, YET. But don't get too

emfortable, the longer you're there, the more stile they become turrounding the orntral uncleus and surprise suronse, or insals hate being shor at Sothey

scientists beaded by Professor Bezyleook

With 50 successive levels, an or ranery of visual effects, four layered parallax

movements in my direction and some whacky sounds by Steve Turner, Morpheus will show y what your hardware can really do. Out now on Commodore 64 Cassette £14.95, Disc £17.95

release a fearful array of sems mellagem 'morphs as retaintou. The longer you take to wipe them out, the smarter they get. They even have the Merpheace sociable by mad order Send your order and remattance to:- The Marketing Depe., Telecom Soft, Eart Floor, 64-76 New Oxford Street, Landon WCIA IPS





## years later American estronaut Nei 64/128 Apollo 18 it's your turn.

Accolade Price: £14.95/disk

n 1961 President John F. Kennedy gave NASA the task of landing a man on the moon and returning him safely to Earth, Saven Armstrong descended the ledder from his lunar module and with the now immortal words, "one small step for man, one grant leap for menkind", he became the first man to land on the moon. Now with So yours truly the reject from the right stuff donned his White EVA suit

and helmet and prepared for launch. The disc drive whired and clunked a bit I hen the telly said "Apollo 18 ready for launch." Following this There was some nice pictures, more speech, and finally the game! I pressed the button to start. The computer told me to proceed to telemetry, whetever that was, So

back to the instructions. The telemetry screen is like the interlude screen which occurs between most of the missions where you have to swhich on bits of your rocket in order not to fry yourself or your crew. Also st later stages you ere required to enter a specific program number for the in-flight computer to run. So I switched everythmo on and want back to the launch screen. The concept for the launch screen

Planet earth is blue and there's sething I can do ...

CHIA







We have entechdows!



in oxional but it distracts you from all the pretty graphics going on. The display for the level shows helf of the screen as instrumentation. The other half the perenoid boffins in the mission control room. In the centre of the room is the view screen which shows your rockel leunching at vannus levels of closeness, and very When you execute the launch you

net more speech felling you the

boosters have been switched on. To pontmit he functions like activation The boosters and ejecting speni orket stages, there is a small gauge Every now and soain a red ber appears which derts to the other side, you have to press the firo button and stop the bar as close to the line at the centur of the pauge as possible. If you stop the bai too far away from the line the leunch wall be aborted. You have to do this four times for each stage of the rocket. but on the second stapes and above you have a set of left/right girge to control as well, If you let these overshool more than those times to launch will again be aborted. This may sound easy, but I rying to keep a closs eve on two sets of amugit while weighing this posity graphic effects and keeping an ear open for the excellent speech is no mean feet. If you manage to make it out of the

Earth's atmosphero, I he display changes to that of inside the cockpit. with your legs sticking out the battom of the screen surrounded by various controls and readouts, with amonitor screen to the right. Then you have to dock with an orbiting space station. To do this you have to run the proprems through the telemetry screen, then line up the cross heirs on the small display screen with the target space atabon. Get it right, go slowly enough and you'll fly streight into the docking



countdown to finish then hold down the fire button until some numbers on a display in the top left of the screen start whillring round. Then release Nothing to it really

The next stope is to land on the moon. This is rather Incky. You have to guide the luner module down via m map display. To manoeuvie you have to him the control rackets in the annoste direction to which you wantto go So to go right you need to pull left end to go left you need to guill right. Then when you get into a atisfactory position, you have to nul on the brakes to slow down enough to land. This all may sound easy, but you only get three

After landing comes the moon welk. You have to reach the Surveyor III and get back to you lender again without running out of oxygen, You gull night on the joystick to pick up speed, and left on the invistick to lean back when you complete one of those funny little jumps. To correct eny deviations in your course you can pull up end down on the loystick

Once you're back in space your penultimate mission is to practise grabbing sitellites for repair. You start! his mission by pressing fire to release the first sale lide. Your outerspace fumblings will be recorded on one of three different cameres. To grebthe sattelite, you had to be in exactly the same dimension as it. What I mean is the stage is played in three demensions, you can move in and out by using the cursor keys, and you can let pack around To aid you there is a special motion tracker, all you budding Kirks out there. which is very fiddly to use. When you are level with a satellite you

must be facing it and be travelling really slowly in order to activate your space book and grab it. This is the only mission | didn't bks. as I found it tedique and lool exing on the mental resources of a weary estroneut.

Finally them is the re-entry. After activeting about a half dozer programs you have to complete the task of keeping a crosswire centre on a sound half. Sounds interesting doesn't it? In fact it is pretty hard, as the further from the centre you get. the further off course you go the hotter it gets, if Impeature exceeds five-thousand degrees, you and your men fry.

When you complete a mission you ere orven sever al next blob-res acreens and a lot of speech. If you're lucky you would have splashed down perfectly to the American national anthem, or to mission control saying, "you're way off course Apollo". Either way it's still

Applio 18 is a really prest game, it actually feels good to play. The graphics are good with lots of extra touches and special affects here and These which really spice it up. The sound is parity remerkable, the effects are good, but the speech can't be faulted either. It's not that the spench is very high quality, if don't know whether it's bad in intended to sound like it's roelly being broadcast ecross millions of miles) but there is loads of it. A highly entertaining piece of software which I really liked, not only priginal but enjoyable too. Definitely one for

> Mark Patterson AL POWER DISPLAY



12345678910 THE PERSON NAMED IN COLUMN Viceo Auroro Tougrances D++++ Veu D----

## Screen Scene

4 5 5 51-(51)

Bones screan pinhall game areas beginn from absourtly

spaceships' surface, these puts file repostedly at you, and some of them will even revolve and follow vou. Homino bullets are probably the hardest enemy on the the levels that you will have to deal with, these simply appear from powhers and come hurtling toward you, siming to

destroy one of your three lives. One of the came's most infurieting aspects is its control. You can move in all directions but when you move adaways you seem to go a lot laster than you do when you go backwards or forwards, which does ant do you too much good when are trying to dodge an aimy of spaceships.

At the and of many of the lavels

pinball table and try to keen a half bouncing for as long as possible. If you do lose the ball you can shoot the humpers and tokens yourself if the ball should hit you, you will then be transported to the level which unu were previously on. If you survive the pinbell weve you will then op on to the next level, and be

awarded a hefty bonus. After every four levels you will ancounter a mother ship, a very BIG mothership indeed. These me very, very tricky to kill, as they can only be killed when then eyes are fully open. Killing these ships will earn you another hafty bonus, end give you

temporary environibility. The quephics aren't exectly pigneeting but they are a competent version of those seen in most

## 64/128 Price: £9.99 cass/£11.99 disk

vertically scrolling shoot 'em ups, with realistic 3-D effects, and, a ranky nowadays, amooth scrolling The sound is rather everage, the gemepley can hardly be described as original, but it is a reesonable shoot 'em up. The cuts Intle pinbell borus game makes the package just about worth it. Fordy Hamilton,

there is a little vallow circle with the lettar "t' on r. touching this will send you into what must be one of the most full bollus stages that I've seen

Ince U.S. Gold flooded these offices with literatura on their new lebel GOI they have failed to live up to what we all expected of them. Clearly GOI hope

this will be the one to change that If I were not in such a kind mood, I would say that this plot is about as interesting as watching Holiday on Ice outside a branch of Redio Rentals in Walthamstow whilst it is

snowing I'm pretty sick of all this Fly your X352 6Merk3warp spend maca-calactic cruises . . . anly you can save the Andromeda interstellar universi freedom fightera..."type waffle Why can't they just live with the fact all they have produced is another shoot 'am up and just write nothing at all. I could live with it.

Now that's understood it's time to take your ship and waste some extra terrestials. The Aliena come down in formations of around ten. Although they are rather easy to dodge if you'ra in the right place, once you get caught on the wrong side of the screen, well, that's it. Your ship can move in any of the eight compass points, and fires a rather mundane

ng lesse. But dodging the ships for some time. Your ship is that fly at you (without fining any transported in to what can only be missiles at you whatsoever !! is by described as a maga-galactic pinball



l Vru

2345678910 Vinto AUDIO TOUGHNESS H-1-1-1-1-1-1 ENDERANCE

## TETAIS.



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## 64/128 Firehird Price: £8.95 cass/ £14.95 disk

tis the oldest elony in the Book, m man wants to may by purcess The King doesn't like him and so sends him on a quest. And like all good stones it begins "once upon a time" so once upon a lime there was this jester called Jack. entertainer to King Maxim of

Allegona. Jack has his work out out, because the people of Allegons are well is that their lamps have been nicked Why can't they make do with a candle like everyone alse? Well. sas They was magic. Ever since

ick confronts a witch during his trak through the forest

negols have no the whole here. facily miserable Can't say I blame

I neal folklose of your believe in that sort of thing, has it that the lamps were whisked away by dregons, though what they want with them is anyone's quess Apparently the black lamp is Meanwhile, back at the castle, Jack is doing a midday matines and

A deal to the doubt with a lire-breathing dragen — and all for lest!

affort to keep everyone's spirit up But the Iruth is even Jack leets for princess Grizolda. Naturally the King won't let him meiny hei no. not being rich, and being ugly and Jack to one side and says. You can keep your ugly hands off my to get the lamps beck from the

The King thinks he's pretty smart, and he's right. Jack will probably be killed and that will be the end of the problem Bul if he succeeds. The

femos will be returned and having your daughter married to an unly oil Jack is not stupid though, because The first thing he does it go and see his old male, the king's sorceror. Pratweezle Inseturn for a few beers Pratweezie consuses up two spelle for Jack, one makes his belt buckle fire bolts of pure magic and the other gives him six lives -- en ebsolute necessity for envone about to star in a computer ceme So Jack sets out to slev dienors

you lake over The first thing that

much more suphisticaled than The graphics are quite impressive

Jack avoids a poblic in the castle and The opening screen, which is

different elmost every time you play. scene, and as well as bers walls you will see stairs, a ladder or two, some furniture and the odd ledge. Oh, and some chests. The chests have you must collect, and you must get all of the lemps, including the black

Some lemps are easy to come by. they're just left lying around Others.

PLAYER ONE 17965

guerded by dragons which you must bill. So it's necessary to do a little exploring. There are two ways ont of and back of the screen. Exits at the hack are deproted as doors and those at the front are indicated by a marker at the bottom of the screen To leave by a door all you have to do is face it and bush forward on the lovetick Similarly you can exit yourself either in another room Ci outside, interiors are usually made up of one screen only, the cutside, being e much brigger place, scrolls as Jack walks to the left or right. So Jacktravels around Alfaporra by comp left and night and 'm' and 'out' of the screen.

All the would be one and



## He's not afraid - ah so, Jack can take it like a man

turns black and expres. The lamp is now yours for the taking, and you chest and denosit you noze. Do this

arne times and you're there There are one or two things you can do to increase your chances of invincible for a white, musical instruments moreage your bounce gobline do it with fireballs, arrows or spears, writches pob on you, then it's Without teking edvantage of these little bonuses you don't have a hope

it's hard to explain exactly what it Although the storyline is different and good fun the game riself rsn't professionally produced, and has a faultfess and the idea has been implemented very skillfully, maybe conversion. Whatever the reason

makes all the spotes flash

Ken McMako



slayers That only feeves the

diagons who surprise surprise When you're not too busy getting out of the way of the beasties, or magre you can go famp hunting Drown the dregon ma torrent of magic bolts and, sooner or later, it

perceful, what with the Robin Hood medieval musek, wandering in end oul of rooms, up and down streets. through forests and meadows, were that chases you averywhere Everything that moves is out to get you From the relatively harmless. dragonfiles, wasps, vempile bats and werewofves to the relatively wicked slavers and imps, not to mention the crows, buzzards, goblins, witches and troffs that come Each creature has its own way of taking a tolf on your energy, Crows

t grounds







## 64/128 **Virgin Games** Price: £9.95

he Mekon (the green one with the extre large crenium) whose sole aim in life is to bring destruction to our home plenet (must be a West Ham Len!) has started playing with genes and hormones and things like that (year) them kind of lings — Fix Ed). Now the evil one has created a race called Super Treans, a race of dedicated destructionists. Anyway, the Mekon plens to send them on to Earth and will definitely succeed unless yo



Unlike most run-of-the-mili-box standard-overage-everydaymediocre games, this one gives you the chance to play both the goodia. and the bed guy. Yes, you can indeed play that green to shead himself the Mekon When you do Super Treens but you must release Them before that Slimey ass-kissi little do-gooder Deniel Dare can kill your genelically perfect little

little hidden tricks and gadagts things such as shortcuts and extra lise power score are around for

looking space moped since the Mekan's ship has the strangest kind of gravity that I've ever seen, You seem to be able to liveround okay, that is until you come to a tunnel which often decides to suck you in and send you somewhere that you most definitely do not want to go, such as an Interesting garbage chule

## **GOODIES BAG**

Those generaus Virgin people poster-pack and, of course, a copy of Dan Dare II, the game. Simply tell us how much you think the cover price was for the first issue of The Eagle sti those penia ago. Answers on a post-oard to Dan Dans Compo, Cem-modore User, Priory Court, 20

those who persevere. The best way around like a pig in a becon lectory. end blest everything that looks There are Mekon guards around

who will blast Dan's energy down, in the hope of unding one of his soo leves. But this method is by no meens the only way that our hero can die, and it is probably the least I kely to occur. The most common way of dying, in my experience, is through the very ungenerous lime limit. Once you have shot one of the ten "Mekon" minutes, which are about the equivelent of three human minutes, to full the rest of the evil embryos Another interesting way of ceasing to live is finding yoursell in the garbage room where the wells come together with the result Dan becomes Denish.

Dan Dere II is a very enjoyable game indeed, and not is it another dose of the original, which is a good thing, (though hell of me wishes if was because the first one has to be held as one of the best arcade adventures ever on the 64.) The sequel is a more straightforward cheffenge but still enjoyable. Fardy Hamilton

## controlling Dan, can go and meet Ism face to face and put an and lo

The geme is set out aver lour levels, each level has six Super Treens being penetically cloned, the fourth and finel level has seven. Den must ride mound on his jet scooler. and shoot the life support machines. which these wicked creatures are being nurtured. Devid Alton would. nol approve - that's why there's a

enjoyment now becomes appear I've never seen a man so happy as adman Scrivo, when he was shooting the Super Treen's loctus meen to a jother sicko infesting red Dan has a little trouble initially Irving to scoot around on his phallic

me limit The game's reel

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# The first casualty of war is innocence. A computer product from Ocean. ®

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sm up was designed and programmed by Probe-the people who brought you Out Run and Trantor, it comes with a scene setting story on the inlay that, for want of a couple of extra chapters and a beautiful hargine could have made a Mills & Boon novel. The scene is New Texas, where

the mines are full of Kenum, the made in equivalent Esso lour star. The villain of the piece -- Tex Hex and his hordes of evil Iriends. Wait a minute, shouldn't that be liends? Well anyway, it's not Tex's fault you see, he is in the grip of the unutterably evil spirit Stampeda, who wants to resurrect some dinosaurs and be then king-1 know that sounds like a complete load of ding direck that I'm making

To be the long of the dinos, Stampede, with the help of Tex Hex. must extract the medic sequence from the engient Indian, Shamen. "As the courageous Mershal

most of them. The doos are a bit of a problem, you'll have to get on your knees, or keep well out of the way by rumping on the roofs of the buildings But that won't help you avoid the sesquils, black clouds. weightless spacemen and other nasties that operate above ground

The first thing to do, not including blasting everything in sight, is enter some of the buildings — the bar, jail and exchange for instance. This gets you sway from the action and gives you a chance for a breather. Once inside you have three options: talk. examine or leave. These will get you nowhere at first. There's nothing to see and no one to talk to. So there's only one thing los it-

hop on the saddle rocket. Apart from up as I go along but it's true, honest. being pretty good fun its the only way to get to the other locations in the game. The bad stuff follows you but on the saddle rocket it's easier to mangeuvre out of the way. When vau act to your destination, selected

with a pointer on an amp, there's a task to accomplish, which might be as simple as picking up a piece of Kenum or freeing some people entracked by Tex Hex. This is done in the same examine/telk/leave miniadventure mode as in the town

buildings As you accomplish yar pus tasks new locations will appear on the map los you to investigate. It's worthwhile heading back to the town every now end then. Things can be exchanged for money to the Exchange and the money can be used to buy information in the bar

You have to complete your task and rescue Shamen before time's up or you get shot once top often. Bravestarr is all the more enjoyable because despite the fact

that it is full of all the old clichis the wild wast idea I reshens it up considerably. The prephics are good too - a welcome change from the Undium-style metallic metropolis that seemingly features in virtually everything these devs and at ten bucks, you won't have to sell your

Ken McMahon

1 2 3 4 5 6 7 8 9 10

Visuto Autre Tousserss ENGURANCE.

herse to buy a popy.

s you stare out of the office window at the Washington Monument you know it's coing to be one of those days. . It's been one of those days ever error you folined your brother's detective

agency" And it doesn't take a Philip Mariowe to realise that we're back in shemus land again, swapping smart-ass one-liners with hoods and broads in the grainy black-and-white lowlife of the private investigator.

This time the city in Washington DC, and the lengthy prologue finds you alumped behind a mountain of ungeld bills, reading the chaering news about stolen killer viruses, nezdemonstrations. Reds-under-thebed paranola and Third World power muscle-Haxing, A couple of mysterious phone-calls, and a folder

full of notes and Polaroids, are about to change all that, and reaching for your trench-coat you set off to investigate a mystery so devious it makes a Chandler novel seem about

as complax as a Sun editorial. As you gumehoe it around Capitol Hill, searching Potomac Park Independence Avenue, 23nd St NW. and 9th & Floride for your indescriped brother Joe, you burno into a word. wondurful and decidedly suspect crowd of characters. There's the knock-out blande Lisa Rothschild. nasty smooth-talking FBI official Dick Powers, Boole-lookalike Mike Kruger, and the Spanish-speaking taco vendor Estefan. These and a dozen other ouverand dames are to he found on the streets and in the bers, hospitals, embassing and

MA

The game amploys unusual 360 nangramic yews of the streets. evenues and building interiors, so thei as you move the cursor keye or sovetick the view shifts to left or noht, just as il you were slowly turning on the spot. Above the location window era commends informing you of the options evadeble - you can search, walk. felk to passers-by, had a taxu, use a phone, or enter buildings and

ecoms. Once you decide to button-hole someone. The view changes to a close-up portrait of the character in true film now style, with effective shadows and enimeled fecial expressions which react to your

guastioning Most characters won't reveal much the first time you talk to them. and you'll soon learn that often a non-committel shrug or nod will Well, you never know

straightforward demand. Tact and politeness will get you further than empatience, and while inviting a deme to dinner might sometimes win her over, it might just get you a

elicit as much information as a

33.11 100

Don't be set off by outside graphics.

OPTECTIVE PIRE

Pos inte S + S'a Sar for a bourbox.





#### Screen Scene

rige

verbai elap in the mouth. Bribing the FBI guard gate dramatic mouts, and rubbing. Moe the burn up the wrong way lands you in hospital with a

lecerated face.
There are three skill levels to the

game, but even on the exensit it's horribly difficult to out through all the lies and false traffe to find Joe's whereabouts and the key to unlock the door. And then then's the PF12 verus bomb itself, which can only be defused successfully if you've managed to pick up a schematic somewhere along the line.

From the addful scene-setting of the beginning to the trave countdown of the finals, the control of the trave countdown of the finals, the control of the finals, the control of the finals of the control of the finals, the reflective process of the finals of the control of the finals, the office of the control of the final of the final

sleuthing, you can team up or

Funny, Kruger bears a
assains resemblence to Boosy

compete with friends, each controlling an individual fac in turn, trading into ea necessary. And if you decide to choose the Fernals option, by our listed that suspects set quits differently, the man occasionally responding to ferninine charm just as the woman can be buttered us by

macho male snoopers.
With black-and-white graphics which range from the adequate to the etmospheric, dialogue which crackles with ambiguity, wit and

valled threat, and a scenario which moves along at speed (despite frequent disk access) intriguel in the most polished and absorbing game. With its multi-player option, male

With its multi-player option, male and female interaction (I) and, apparently, 2000 plus posetive solutions, the game tacks the stuffing out of any upctart fac adventure within spitting distance. A

Bill Scolding

Viceo | + Audio | + Tougamess | + Endurance | + Endurance

1 2 3 4 5 6 7 8 9 10

9

The information to the state of the state of

The surse may well have some info.



64/128 Mirrorsoft/ Spectrum HoloByte Price: £12.99/ disk only

Detective Mike

15th Street NW

Offer to buy a drink or the Decide to turn & leave

n Side Arms you play Lieutenant Henry, setting out to not the blue planet of the dasterdly Bozon. biesimg your way through a multitude of strangely similer attack waves, trymo not to succum to the boredom of the inter-Invel loading The classic enemy is the end of line level number: a mere blob the sor of your character's head, which just spews out the wrmpish attack craft The biggest piece of bitlioney commerced with Side Arms his opt to be the back of the onckage hype which climms it's 'clessic shoot 'em

couple of times to transform it to those way fire which lets you five at three different angles. Blest the three way a few more times and I hall becomes a mage laser, here the game falls proy to the old syndrome of hard shorter determine your heav little leses will destroy anything it hits end then carry on, but it elso destroys everythma within e distance above and below it. I doubt very much if this is sannossed to happen, it doesn't look very much like it was intended to. The rext weapon is real file, which fires et two engles out the back of your

space suit. This has to be the most

collect the POW symbols as they stend your less; speed increases. you can do this four times. But if you shoot the POW symbols too much they revert into WOPs which make you lose speed when they're collected. As well as weaponry you can collected things like cows and strawberrys, it beets the hell out of me what they're dome in the middle of a full scale inter-delectic was environ But that's steller life.

sounded nextly deadly to me though

I never managed to find any. If you

The shool em up doesn't have a divine right to be good. Some shoot 'em ups cen be bed. This cen be caused by bad pamepley, bad graphics or bad sound. So Side Arms has a little molti-load (like every level) but other arcade gemes ere multi-load too eren't they? Side Arms has bigger problems - like a screen that attempts to scroll at the speed of a CS in first gest (and thet's slowwwwi. like graphics which are lovey and renetitive like enemy sprees which buzz about devoid of ferocity, which when they are repleced by a different type of nasty, follow exactly the same paths as then predecessors. Shell I go on? the backdrops are

ere emazingly monotone, spotted slowly wavering lokes, occasionelly e little men will appear, wave his anuativ small fist at you and submerce again. The sonics ere equivalent to Irstering to Roger Whittaker's greatest whistles played at half speed - not very pleasant I can essure you. But most important of all Sede Arms is nothing like Side Arms. The arcade version was last moving and it could hold your ettention for at least a couple of ourd, but couldn't hold my ettention for a femtosecond. Side Arma is really a classic case

8 of a game which could convert to 8 hit machines but is badly done. And This is a bad conversion, a sort of oul board molor strepped to his back. Pretty ebysmal and not even worth the slightest notion of buying It. Avord this like you would evoid a swerm of rebid African Killer Beas Mark Patterson



ection' Hhink I'd rather e geme of

64/128 GO graphics' Price: £9.95

(cass) Price: £14.95 classic invaders then waste environe on this Yet enother mickey lake on the peckaging states 'brilliani'

The one thing Side Arms does present mits fevour are the selection of extra weapons everlable, though this process is now becoming very dated After bissting an elien you ere incolly loft with a POW sign Shoot that e

-----

loward you then double back and try In rem you in the botty. Some times you can collect e wenpon called eulo, which is a rapidly spinning sphere which spma round your men firing off random laser bolts Any of the weepons can be

activated at any time once policited by pressing the shift key. There is elso elphe and beta beams which

4-10-10

Yme

1 2 3 4 5 6 7 8 9 10

H----page 1 TOUGHNESS Femiliane



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Before you as a nywhere you've set to stee! the train.



HRS FISHTER ATTACKING REAR

Dakka, dakka dak gal land monsteur becha-



Dit, dit, deb, dil - meens reà e station e 'il veus piell THE TRAIN

1 2 3 4 5 6 7 8 9 10 AUDIO \_\_\_\_\_ TOUGHERRE <del>-----</del>

I's August 1944 and occurred France is on the verge of liberation by the advencing Allies The Germans have decided to call it a day and are planning to leg it with the contents of the Louvre and one or two other limkets, just for old time's sake. Whilst the 1944 Mercedes staff car was acknowledged to be one of the roomer models, squespeg in most thought to be pushing it a bit. So the Germans decided to load up a Liein Monets, Goupms, and all the rest (and I'm so cultured) that I hey could

gale onto a tram. This is where you come in. You are Pierre LeFeu, a member of the Resistance, With your comrade, Le Duc you must steal the I rein end its priceless cargo and head West to meet up with the Allies of down in Ravière, On I he way you can expect help from your Resistance comiades, but for the most part the

auroess of the mission depends on The adventure begins at the bain station in Metz - as good a place as eny to steel e frem. Le Duc must make his way to the train under enemy fire while you cover him. German soldiers appear at the

vellow let wandows and vou most return then fire. The whole thing takes place at night incidentally. Awaydays were just too risky. Under power of your fire, the shadows figure of Le Duc boards the train and d's lime lo leave

At this point the disc drive grinds into action as it does several limes during the game Whilst I he short wait doesn't interrupt the action and spoil the fun, I can't see it working for cassette users unless they're very patient. After the short break you find yourself on the footplete. In front of you are the engine's metruments-pressure, speed temperature, the furnace, I hrottle. broke, steem blowoff, whistle forward/urverse lever and, lestly, the cab signal indicators, it sounds, end looks, like a lot to cope with, but in

less then I en minutes I was steeming along Starting is a doddle. Just open the furnice dops, shovel in some coal. take off the brake, open the throttle and you're away Everything is operated by the joystick. Moving left and nohl selects a level, pressing

the fire button and pulling/pushing

64/128 Accolade Price: £9.95/cass £14.95/disk

goerates it. Check out how to stop at The optrons are take next station. This steps, before you get take next bridge, or meke repairs gverconfident) Not all the action happens on the you what time the station or bridge

locomotive footplate. White you're m molion the chances are you will be ettacked by fighter planes Switching view to the front of the train allows you to shoot down the incoming fighters, if you miss you can get them from the rear Alternative acreens provide a map showing your position and enemy! resistance control of stations and bridges. The pause button gives details of your score, damage to the boiler, brekee, and Old Masters and the number of requests you can

How do you make requests from the Resistance? You have to stop at estation. You can of course run through stations, but sooner or leter you will have to stop to take on coel and water. The form is much the same as at the beginning of the game - Le Duc heads for the station while you cover him with the machine gun. Once the station is taken you can use the telegraph to send massages to the Resistance

make from the Resistance

You will get a return message telling will be taken et or the location at

which like repairs can be made h's actually not too difficult to lake the bridges yourself. You stop the train, was lor the diskdrive, then blow about hall a dozen boots out of

the water with the old up/down/laft/ moht cannon. As with everything eise of course, the boets can fire back and any demage to the cargo is rrenerable

And that's the way it goes, drive the train, shoot down the planes. bamb the basts, cepture the stations, get to Rivière. Oh, I almost lorget. You also have to signed the Resistance with the whistle so thay can change the points and you don I and up in a siding at Crewe Apart from that it's all down to tectics. You must try not to sustain too much dismage, make sure you can get it reparred if necessary, keep the pictures sale and get there on time The game is over if you get too badly damaged, if you get shot, or if you accidentally shoot Le Duc.

The Transbeers many similarities to Accolade's other wertime clessic Ace of Aces, and whether, when it's trensferred to cassette, the pame will be gutted like its predecessor remains to be seen. It is fanlestically good fun, even if you're not particularly turned on by trains or wartime adventures. Ken McMehon





# ORIENT EXPRESS



### AWAYA

— o criticate the release of the stabiling TALIN SCAPT 10 MORNAMY. Discharic Lits have decided to denote a most specification promoted place to a body Olivader—— are reposted large learner, 2 month to arrow discharge or decidence of several relatives to himse and feature, and you need to require to defer the take process. The self-seal to choose them as many on the contract of the seal of the seal of the contract of the seal of

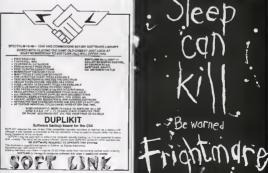
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Of covers will arrange for your browsout to and from Landon in write in late as your price, for we are you grip to grain journal that memorable done of notable high life from Journal of late.

Accept Compt, Cammond to India, Price of Landon and Landon La

(a) the Landon Underground Train system; (b) the New York Underground Train system; and (c) the Paris Underground Train system?





#### 64/128 Firebird Price: £1.99

In the biginning was the Word, theo came Mastertronic's 846X Recers, then BMX Truels, New Firebord jump on the bandwagon a main three years after it's stopped rolling with their radical BMX Kidz. This time it scrolls horizontally and looks like something out of Excele Rike

What advencements are there from the previous BMX games, I hear you screem? Well, none raelly. The scrolling and the backdrons are aurte nice. Move your miniscule bike over ramps and fietlands, wheelving and stunting. The sound FX era very poor and sound like hacked up shoot em up notees. The saving grace is Rob Hubbard's title music which is definitly worth a groove to, and you get digitised speech as well.

There are five levels and one for practice. The practice track requires nothing more taxing then finishing in the first four, while the other tracks require a certain number of wheelies and sturts to be completed before you finish the course it's only a city that you are rather



#### Screen Scene

estunt is much herder. This entells pressing fire the moment you hit e ramp, which catapaults you high into the sii, following this you've got to intate the bike's wheel up a bit until the biker starts fleshing i Goar -Ed) then press fire to do the stunt. Now comes the tricky hit, you have to get the bike horizontal agein before you hit the ground. This may all sound a triffe easy, but your Up against the clock and arx other arders.

point of the movement, Performing

ag it's not plain strilmo. One thing to watch out for are ramps that start off steep toon flatten out on the opposite side, if you're not wary of what's going on you might not notice yourself being launched into mid-air only to come creshing down and going A over T The other hiters can also prove hezerdous to heelth at a large bunch of them tend to duster around you et once ceusing a heavy bout of psychotic subtraction to take place on the number of spokes you have remaining. They're not that intelligent though, for the best part of the race all you can hear is a loud bong as a biker takes off then fouls

up his lending I dedn't get the push from BMX Kirdz to ap out end do it, so my old BMX is still rusting undin the gorden stera. I did find it entertaining at first but as the game progressed end I



#### BMX boys go wacky .

Imited m what you can do. Unlike California Games, you don't fall off of your bike once in this game. You just lose a lot of spokes You have to wetch a couple of

randouts pretty carefully if you want to survive. You have energy which is divided into three coloured sections. white, yellow end red. As your energy in each saction runs out you slow down until finally it's game over The other randout is of the emount of spokes you have left, if you make a foul up you have to pay

for it in the 'ol wheel spindles. A mess timed wherehe for instance

which leaves flat on a forty-five degree ramp will cost you twenty sookes while a miss timed stunt might only cost you ten depending on how bedly you make a hesh of things. Your scokes and energy can be replenished during a race by



#### , and so what?

finding spers wheels and coke cans. To perform a wheely all you have to do is prass and hold the fire button, then release it at the high

mastered the stunts and wheeligs it became progressivly easier with the result that I had nearly finished the game in one night. Not had for the money esked, J suppose, but not really enough substence to keep you eway from "Neighbours".

Mark Patterson

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iungling with investigk and lungtion keys — they might count up some useful Information about the map. ni sall you e oun. More often. though, they welk sway or worse still, you apprentelly shoot them Dace shots are fired the natives net unfriendly, and you're in for a

surposingly tedique shoot-out. Cash dispensets can be used to obtain funds for buying guns or bribing bandits, and these funds can be further increased by playing the fruit mechines lound in some of the buildings. There are other goodies for you to discover, and most useful

#### of ellie the little epacecraft which allows you to traval at cosed across the terrain, splattering any android

nyone remembs: Cubara? Released by Chic ennough Released by CRL elmost e introuing but frequently a riteting exploration game. Things weren't helped by some feeble sound affects and blocky graphics, combined with grossly inadequate instruction So it's a bit surprising that CRL has now produced a sequel-Mendroid-which, though different in many respects, still suffers from all the shortcomings of the series Yet again the inley card tells you

sweet Felicity Adams, other than that your mission this time is to seek and destroy the swil Max, who is using stolen Mendroid designs to construct a vast cyborg army Shrugging, you start to load the program, and it's only at this point that you discover ifrom a message hidden on the loading screen) that further information can be lound on the flip eids of the cassette. So you stop the tapa, rewind it, and load Side B-en ennoying end totally unnecessary procedure which could have been avoided if CRL had taken the trouble to label the causette properly or, better still, supplied a detailed instruction sheat.

This library section on the Buide consists of a dozen screens of text and legoland graphics. These are supposed to help you identify the bandits, thieves, gueids, whores and other lifeforms which you'll encounter in the game. Apart from the women and some assorted droids and robots, most of the characters look so similer that by the time you've loaded side A again you've forgotten which is which

As in Cyborg, all the action takes place in a nerrow strip across the top



unfortunets bods who heppen to get in the way

But such oppasionel delights don't do much to compansate for the poverty of the enimetion and sound. and mind-numbing repetition of the gamepley There's no sconno facility, or indeed any indication of how near you are to completing the geme, and you've only got one life - lose that and the whola

frustrating unrewarding, process begins ell over agein.

Bill Scolding

Snarch a few rooms.

Why are all those people in the hadeaam?

of the screen, the space below reserved for the vangue control panels and icon scieens that you'll come across during play. These Include a Communications menu. which allows you to interrocate. threaten and bribe any passers-by who you bump into, and also the Wespans display, enabling you to \$wap you hand-oun for a laser rifle. granada or any other weapon which you've acquired.

The playing area is large is sprewling lendscape of boulderstrewn sands, stagnant pools, dirty rivers and streets of shelf-demograd buildings deported in adequate but ununspired quaphics. Portals and bridges lead into adjacent screens. and the houses ere warrens of nterconnecting rooms.

Charting your way through this maze is a thankless task, made more difficult by the hardes of villeine who swarm in all directions, guns at the ready. If you stop and question them successfully - a leborious task in itself, involving a lot of



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# STRIKE FLEET



#### C64/128 Electronic Arts Price: £14.95 disk only

rrike Flootis the kind of ambibous multi-scenario combut sim that few softween houses, with the obvious exception of Micropiose, would be amphilious enought to attempt Perhaps not surprisingly, the game bears more than a cassing resumblence to EA's PHM Pegasus hydrofoil sim which was released just belom Christmas last year Strike Fieet goes much further in virtually every respect, from the complexity and number of vessels and weapons systems you can control to the diversity of real-life scenanos in which the player can become involved

The manuel, which runs to more than 60 pages, offers a quick-initro option for those who don't want to spend a weekend delivers into the

fines datable of modern missilebased neval workers. So show with an actly thigger finger circ be up and trunning inside an how. Sinder Fried can eatily be lacked on two levisities as an oction standar game, or as a fully findiged neval combal simulation as accusate as you can pel on the 44. Most people will probably go far a connecting in between, it's really as complicated as you won't to make it. The defining feature of the cannel.

as the name suggests is that the physics controls room, but any numbes of vessels up to internal. Delivery controls room to the any numbes of vessels up to internal. Desaily most of you time will be spent on the flagstips, the other shape are flooked risk by time computer until your decides to bring them into use. Success depends to a larger degree one sound steckes and attestym—using second the shaped in a best advantage in a porticular solution and all of them working together so as is make their unimbers a estimpts in table.

weakness.
I decided to jump in at the deep end and leave manual reading until the company of the

had been blow out of the water two or them hims. The first screen displayed in the Shifker Feet Commend orener which gives detailed the mission bestiffing. You can choose from the missions without per progressively more difficult. The two seasons to be elicited time i. edong what you are tribid. On concloses the manual distribuying one you though its egit to be to be the progressively manual to though the seasons the progressive or the progressive of the progressive o

Successful complation of a Successful complation of containing days to points and points part you arrigan. If you do haddy you used don't some and if you do very beauty you'll probably get courtmants laided. The ultimate objective as to achieve the wink of Fleet Admins, but it is a long way you. To get that fair you have to undertake comparignes — some of storantics lands thoughter. This one thing campaignes have in comments that levy all included that lest three, most difficult sciences. Take up your assignment



Graining through the Straits of Horn

In scenario 1 you control only one ship, a US frigate, defending nautral shipping in the Perasin Gulf. A pringuily defensive role in which you are only if fired upon. You will

Iraqi Miraga ilghtar on the ho









#### Strike Fleet - the military sim that auts you in control.

ths apposite direction and heading for home when you sink! hem. Frem There you can move on to escorting reflegged tankers inthe Personn Gulf with a 7 ship task force and anoths: slog-it-out mitha South Atlantic Tha remercino scenarios all focus on a hypothetrcal WWIII against the USSR in Scandinavian waters. concluding with 'mosomq up' in which, though the wer is virtually at an and you finish off what remains of the Soviet new just for licks. before the boys in suits put an end

I recommend you start with scenerro 1 just to get accustomed to which button does whell. Evarythmo can be done with the joystick -hrghinghang penels on the console with the firs button, but there tue key equivalents and if you can remember them they're faster. Once you have selected your ships - an easy lask in this scenerio ea there is

only one - you can set sail. You are Then presented with the Commend addition to gryma you a large man of i resort, shalls, it's important to detect The eree, allows you to cave orders to the fixel

Primarily the DIC is used to set courses for each of your ships. The med has a zoom facility which, as wall as giving a more detailed view ellows you to issue orders at leak force and individual shim level in This way you can sold your liest rate several smaller leak forces, marge taskforces end change fleoships. From the CIC you can go to the bridge of the currently selected shro which a where the action takes

The bridge screen shows ell nevigetional instrumentation. wsapprd systems and of course the view sheed, it's memly a question of keeping your eye on the rader, or some if you're looking for subs and using the right weapons to destroy them if and when necessary Time can be compressed up to 128 fold when nothing interesting is hangeting. When it does you will get a bird on the screen and can target end view using the brocular view at the log of the screen.

It's obviously as essential to prefect your ahros as it is to destroy the enemy's, incoming miseria warning systems give advance

Vesc

notice of threats and they can be dealt with by targetting and firmg AA missiles, cheff, and, as a last threats at the enjiest possible opportunity and you can do thre to best effect by properly deployma Your forces and using scout ships.

You can hop about from ship to ship using the changa bridge command. very handy if the one you happen to be on is about to be sunk. Scenerro 1 poly gives you one ship, but you can make effective use of the two helrcooters by sending them out to scout and using their rader as remote trecking stations for your

long range mountes. Where Strike Fleet leaves similar gitmes standing is obviously in the control it gives you over everythma There are now a number of these kinds of games evallable where the military detail, accuracy and diversity is about as complete as you could hope for But m most if not all of them 90 percent of the hardware is under computer control, They are automated players in the game leaving you with limited if any control over what they do. Stoke Fleet pives you the opportunity, if you want it, to leke control of the whole situatron and so will hold a much greater appeal for the

dedicated war games fan.

Ken McMshon

be. Scenario 2 has you in command of two British Frigates chasing Argentmian subs in the South Allentic. Don't forget that you will lose points unless they are fecing in

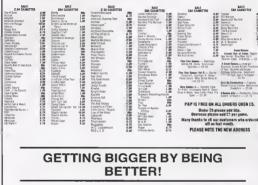
Scoring a direct hit on an anemy ship.



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Hintel Base Jolice Whe receive the Westman P.

64/128 Firebird Price: £1.99

rice: £1.99

oining the streety large market of ite-vernped early '80s pionee; games, Ricochez is the only budget BreszOut spinoff to dets and well worth the aum.

reked

As with most of these types of game a plot is not really required. There's a but at the bottom of the screen, and a brick well at the ton the aim of the game being to smooth all the londs to proceed to the rest.

flying heeds. For destroying the various entities on the bonus rounds you get one meagre point for everyone rammad but a nice round hundred for each shot.

An analysis of the second was a second with a second was a second with a second was a second was

but if frince. Should be a supplied.

Sweet FA: Not this season

level. However, on Ricochet, above the bricks written in large circled letters is the word GRAVY, and under the bat at the acreer's name which changes to men and score after a short period.

Ricochet rains the ReseafOut

format to the lighter side of computer entarterizers, as demonstrated by some of the more way screens. One of my ferournes innoish the stocking issue, with the EP symbol in one corner and a elumping progress chart in the other. In between each linvel is a totally insignificant bonus acreen, with other in the content of with the side Marile Hellicoptars for a screen where you're strated for a screen where you're strated for Leser. Then there is litegon and coach, and Violent bell. Instead coach, and Violent bell. Instead groups you are with sequippy you ball with one, the direction in which if these is controlled by the juystics. Whillse if fiscal you, this can other leser you but at she shoet in an exekuard position. My fave has to be the Angry Yay, a filling pareer who appeare from time to time efforwaring the screen with balls. The way to get a verpoints

simplis sweny bone you destroy a large colouse of blook if drops a scleen, careing the letter corresponding to that colous on the word GRAVY to change colous. After the tokens have been collected he lette starts to flash end then the weapon of the letter of the tokens in yours. Alternatively you might find it easier to bounce you bail off on the fileshing blocks and collect the instant or both from that.

On top of what is already

Ode To Brennan: 82-Zeap Ed

evailable, you can collect hyperverse to steel you to the next level, a long with extra men and sideodome level, a long with extra men and sideodome. What these have in common epart from being in the same gatine, if that they will have it because gatine, if that they will have it because gatine, if that they will have it because gatine, and they will have because gatine that they will have because the gatine gat

One other feature rath useful aucicle key, which ellows you to go to the next level by lorifiting a life. But what makes floophed great as he construction list if a not very comprehensive but it does make a pleasant change from the normal stuff. Then there's the auction randomly assected high-score tables which are assected when you waited.

Apart from the nice title screen 'toon' the sound is pretty medicare, the graphes the same, with some well disprise and screens which could only be the product of somebody who was totally ameshed out of their mands at the time of programming.

Incomparable with Arkanoxdin nearly every way, Recorber still offeres lot for two squid. Cheapfor a game with so much balls. Mark Patterson

loro buguargas

7

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64/128 Electronic Arts Price: £14.95/disk

Back in the mists of time, the signading 18 judyot took to the skees to fight off unprovided attend that attacks on terran colonies. And now, some two years later, those pesky allan Xanomorphs are at it again, and all hopes are fixed to the new super-sophisticistat of init office. Sight of the year fight and the present thirth, justice and the American way.

List the arther game. Shyfor it is an import from Amsican-Based Blectonor. Arts, and as norther shoot-I am up and armination exercise. But this time the emphase is more on the implication side; the important production manual and this accompanying size mery mean that if it going to be several house before you feel at home in the accipit, and when you seem shally take of fruit of when you seem shally take of fruit or short production and the accipit and when you seem shally take of fruit or shall be a shall be a

Piloting the Skylox II is no pushover. There are energy, shield and damage dauges to watch, a scan monitor which can toggla between short, medium and long rence as well as fore and aft views. Warning messages flash up when the snemy's about to attack, and a target identifies displays ancoming craft in different colours to denote which side they're on There's the usual battery of weapons - photos pulsa bombs, anti-matter minas and seutron disruptors - and a Head Up Display targetting system locks on to any starboses and craft in the violity and shows its proximity.

All these and other functions decelor device, transmission infalractor, shields, atc, etcl mean that you're going to nead at least three hands to manipulate both pystick and keyboard, especially at

Cructal to the whole business of Skylox if is, however, getting to understand the map of the Cygnia constellation and the navigation and docking procedure. Most missions / order you to fly to a particular responthe star map, and then selected on the navigation screen. The autopilor can then be switched on, and all you have to do is overmide the autopilor whanever you're pessing through an estancid belt — which is most of the time, in my axosi isnost.

Some of the missions you can choose from are relatively low-nek no-nonsense shootouts, like Intrudar Alart', but these are also often disappointingly short (one such forey lasted only 29 seconds before returning to base and a hard's welcome). Others include escorting damaged frigates, locating the ancient starbase Boondockie, or acting as bodyguard to a prace ambassador. The more complex the mission, the longer it takes, and the more time you spand bevaling through andless showers of mateorites, with only the occasional Xanomorph attack to relieve the monofony

Thate are short-cuts called wormholes cuttised the oughout the Cygnus star system which theoretically should reduce the grantic playing area to manageable proportions, but beginness will find that they usually emerge from a wormhole several light years away from that of estimators.

From the poleshed illustrations which depict each masson, to the solid spuccers, fast bases and asstronds of the light sequences, the graphics are impressive and smoothly animated. There's not much in the way of sound, but that docen't seemfor matter, and the frequent access to disk docen't interfairs with play.

Flavelessly presented and handsomely passinged, Styfus II author for makers of nature and a fact of fur. It's most likely to appeal to fans of light semulations than the shoot 'em-up brigade, and aven the former might time eventually of playing dedightms with yet another load of floating rocks.

Bill Scolding



Choose your coordinates and off you go.



Xenomorph ahoy --- propare for battle

1 2 3 4 5 6 7 8 9 1 Viseo Austro Touchestrie Encomance CU RATING

kyfox

2

# **RTV Simulator**



#### Code Masters Price: £1.99

following In the Iracks of the bast-selling BMX Simulator, Grand Prix Simulator. Fruit Machine Simulator and Simulator Sequision comes the one you've all been warting for ... ATV Simulator! Yes. Code Masters have done if spein, end produced a simulation that no-one else had even Ihought

Bomb over boulders ...

in the knowledge that ATV was something we watched Nerahbours on, the oregious Declings have discovered that it's really an All Terrain Vehicle, a kind of BMX with four wheels that can drive over machically any surface. Lots of scoop there for a graelling mud-churning hang-on-to-your-helmet type simulation, you'd have Ihought.

But as simulations go, this one doesn't get very ler et ell. Instead of opting for the realism and multiple options which made BMX Simulator so popular, programmers Clark and Frencis have gone for a humdrum horizontally scrolling screen formal, and have attempted to liver up a

# nundercross

64/128 CRL Price: £9.95/cass £14.95/disc

'm still trying to make my mind up whether Thundercross is a shoot 'em up with a difference or just another Unidium clone with balls on and a space suga on the infey to jezz it up a bit.

The Thundercross is the most powerful dreadnought in the galaxy. An unusual looking design with two engines at the isai and guns protruding from every other averlable Inch of metal, it finds itself in the or lo of a powerful tractor beam. To begin with the drain on its power resources is baroly perceptible, but the grip tightens end before long the chief enginess

has to concede "it's a tractor beam can'n. I dinne think we can hold out much longer "
As the Thundercross is slowly

sucked lowards the source of its canious. The first wave of enemy ships begins its etteck run. Demege from the strenge vellow blobs of their cannon are depleting the

dangarously low levels. The best form of defence is attack, so they say, end, of course, they're right, With up to eight gurs pointing in every compess direction you need little incentive to get blasting.

Thundercross designers suam to have guerlooked in that not help able to fire and manes over at the same time can cause severe difficulties. I guiss that's the price you pay for having a our poking in every concervable direction. One big

edventage of this design though, is

thei you don't have to turn to five at

something thei isn'i in front of you

wherever it is you're bound to g il soonei pi latei. Tactics ere. however, of the utmost importance and if you don't get it right the first time around there are no second phonos

The truly great Thundercross ceptein pets the ship into a fairly central position on the screen and starts blesting in all directions straight away. Those tempted to idly gaze at the starscape scrolling by will get a nasty surprise when the first elien ship screams in and collides with the pager our lurest. From there on in it's keep blesting in all directions. The best tectic is to

64/128 Firebird Price: £1.99

ode Hunter is one of those games that leaves you with red eyes, white knuckles and an overwhelming desire to kill

he Earth le under atteck by a

propartions. The only chance for survival is to send a code hunler droud into the buttlester's computer complex to decipher the codes that will de-activate as defences. The codes can then by transmitted back to Earth, the Battlestar disarmed and blown to bits by starfighter command

You control the code hunter drovd as it bounces around the Bettlestay computer's innerds. The computer

network is made up of a series of cubic andules - which look for ell the world like Spangles.

The differently marked spennies have verious effects on your droid as it bounces around the network under joystick control. If you lend on a Spangle with an 'H' on it you and up back on the squere from which

thase sends you immediately in the

you started. Some scenoles have o left pointing arrow, others a night pointing one. Landing on either of

keep your linger on the lire button appropriate direction to the next node. The same goes for up and down arrowed nodes

The ones you really have to watch out for are the plue and minus nodes which replenish and drain your energy respectively. You can sit on a minus node for about five seconds. efter which you'll need more than a bottle of Lucorade to get you going

Now this is where it gets confusing, vexing and frustrating Battlesters eren't content to sit back and let also drouts poke about with the innerde of their computers. They deploy guerds to chase after and nobble you. On the first scroen there are two of them. Fortunately you are not completely undefended. By leaving a bomb on a node and

dull and repetitive scenario with croc-infested swamps, performing seals end pyramids. The result isn't really a simulation at all, but a loke

With options for one or two players, the game challenges you to mount and nde your ATV over the ahort obstects courses, complishing each within the time and first limits.

The courses scroll across a spit screen, one course for each player, and range from simple "sand during", where the biggest obstacles are rocks, to the more exoto colleghts of caberga, deeant and jungle. By the time you reach Tropian. not only are you attempting to bounce on floating logs, but fight of flocks of stacking logs, but fight of flocks of stacking lists. God lossow what the final

courses hold matore.

The controls are devastatingly facile — left and right (cursor keys or 'stock) for moving milhosa directions, up/down for wheelves, and fire button or space, but for

jumping. On the whole it's bast not to drive too lest, and steep slopes should be approached with front wheels in the sir Jumping will give that extra boost when chimbing.

Some minor obstacles can be leapt over all speed, othere like the py armids and sphintxline golfated slowly, and if you crest, you can outsidy remount and then continue.

The game's saving grace is the two-player option, but her down further of the semputer opponent. There's a his score table, and some typically jold Code Maders music, but the game'e also got some shouldy animation, insight graphics and no sound effects would effect would effect would effect would be semple of the semple of

muniformg. The briggest sin re that the thing's all logather too easy, and that, coupled with the ridiculous crocs and seals, should be enough to drive most simulation fane up the wall. On their ATVs, of course.

Bill Scolding

Van

Acre

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ENO



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and tap the joystick in whichever directron they're coming from. That way, if some of your guns get taken out by kemikaze altuna, maximum firepower will still be concentrated where it's needed most. And don't largel to keep en eye on those chraids

If you aureive the first weve with shrelds mtact, the space hoover origin of the tractor beam looms up on the right of the screen. The ralact

delences of the space hoover will fire relatedessly in your path and these must be laken out at the earliest opportunity with your loward facing 45, 90 and 135 degree gluss. Collision with hoover defences is fatial and unbes your menouvaring skills are superb. It you led to destroy them all you and up as so must veilow blob fodder.

The true test of skill comes at the enough for and of the space hoover. Here you none of the screen and blast the rated defences with everything you've got. Only railhel it will be a screen and blast the rated defences with everything you've got. Only railhel it will be a screen and blast the rated defences are the screen are the screen and blast the rated defences are the screen are

thes well if distribuyate and give woy to the second elementate.—
needless to say a west bit more difficult to cope with han the first. There's nothing wrong with "Thurdercores—not much of a recommendation know. The appearance of the second second and the muse on the intro screen is great. It is a good blast, bough great it is a good blast, bough great it is a good blast, bough and the muse on the intro screen is great. It is a good that, the supplementation is good and the muse of the size in consistency when you can go that so you can be sure of though a rail that it won't we any wownfay for a raillail it won't we any wownfay for a raillail it won't we any wownfay for a raillail it won't we any wownfay for

Thunder through the threats.

Ken McMahon

Viceo Auoro Tougeness Engresset Vru

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CU RATING



moving eway you can wart for thit happiess guard to cottlide with It. This sends it into a bit of a spin and when it's stopped revolving you can move in and pick up its coded data device.

oevipe.

Doing this to two guards on a network made up of a dozen or so spangle nodularia at, this at lot be said, something of a doddle. Then again there are 16 levels, on level two them are in the up up and on a more complicated network and it doesn't get any easier after that. If you've

got the kind of mind that can cope with woising out where you're going to end up after heting two lefts, a right, an up and two downs with a minus assemblers in between, not forgetting you've got two guarts breathing down your mack and a bond to place then you'il get along just fine. Otherwise get someone to be you for the hurr and

remove eny breakable objecta or

you'll regret.

you might end up doing something

Ken McMahon

Rounce that battling droid.

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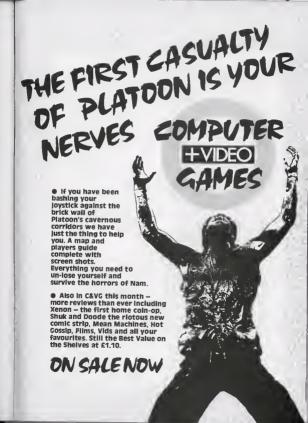
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#### **Knight Games 2 English Software** 64/128

aving been a lan of the original Knight Gemes! must conless to being rather placed when this came hurtling in my direction. I was looking forward to a good bit of modernal action, e bit of damsel saving perhaps or a Intile bashing people around the head with a staked upp ball. So imagine my surprise when I discovered that it was set in space. and what was once a rather

aliens by hovering above them for fone seconds. Where the hell does the knight come in to it? You may well ask

The knights, it seems, have decided that like I ho stores they Price: £9.99 cass would like to hang out on the plenet surface and wall this your ship comes and picks them no. So carry an assortment of ten knights and alions La safety bafare van graaress on to the next level. There are those levels of increasing difficulty Unfortunately, not of moveshing

intarest? The second dame also has three levels, although they ere feely different. The first sees you in deed. deep, space flying a sit (onite a knightish thing to doll. Besically this is another shoot em up, and



### appealing game of physical violence you end your pleno most shoot KNIGHT

and chain mail had some how menaged to luminio a space blast, Confused? So was I

There ere this a different gemes in this segnel, and if you think that none of them look particularly knightish, you're right. Apparently in The year 3002, knights are still around, only strangely enough they now seem to look very similar to speceships. As Sir Frederick you most brave three levels of the most unknightly looking combal I've evoi

The firel game is called Combat Robot You fly you yery strange looking knight through space. battling aliens, ghosts and magnets while they deplets your enougy. Why we you flying through space? Well, I'm not guilo sui a, but whell you must do is fly along picking up the furry, cuddly, and friendly locking



them and planes. You me their transported to the next lovel when yon have shot arough of the enemy

Once a knightgame always a kniekteens

The second section is also a shoot em up, but I his time you are given a cockpit view of the action. There are many Insbees flying along in space and you must do the honourable knightly thing and blow then all not

Tho third part of this gemo is a... ves, vou vo onessed it is shool 'am np. You ere a funny round looking creature who must shoot the alien ships that cross his path before he

can venture on to... Game three Yes yon've had so

much specey fun by this time that English have decided to make the third game knight-like. The final tournement puts you in battle with a computer controlled knight. You must fly across the screen and he voni opponent with light-sables. chairs, and a jousting pole. Sound like fun? Yon'te obviously easily pleased! You can hardly tell the difference between the three even and even if you could it wouldn't make any difference as beating the computer is about as hard as meishmellows.

Three different gemes, seven different levels, and what have you gol? Not a lot, really. It looks as if English had three weak games lying. around, and then someone came no with the bright idea of slapping them all on one tape, chucking in a few knighty type spraes, waffiling on about future knights (g) a whole, and then to give if some appeal decided it should be a sequel to one of their better games.

Ferdy Hamilton

#### 12345678910 Viore Action

TOUNDMENTER ENDWRANCE



#### Screen Scene

# CHEAPO

Space limitations dan't allow us to squeeze in all the latest budget releases and re-releases, so here's o round-up of the best of the rest.

#### CHOSTRUSTERS Ricochet

The first time the old classic has ever oppeared at less than full price. In its day it was state-ofthe-art — a big licence, great sound and music, and even same of the earliest and best speech eyer heard on the 64 Although it became one of the biggest ever sellers with aver half a million sales warldwide there are probably a few of you out there who have never

seen it. Just to refresh your memories the idea is to make as much maney as possible by catching ghosts. Yau begin with \$10,000 dollars and use it on some ghast grabbing agar like a hearse and ghast traps. Then you leap in the car, haaver up a few ahasts, visit as many buildings os possible and setup ghost traps It was all good fun and it's without doubt the best re-release around. (8)



#### 19'9 PE ENCEST: BOL 9-00 ROLLAROUND Mastertronic

Rollaround is one of those games. You know the sort: far from outstanding, but somehow frustrating enough to make you come back for more. First impressions are deceptive. It loaks like a Spindizzy rip-off, but on playing it immediately becomes obvious that it's nathing of the sart

The idea is to rall around playing areas comprising nine rooms and collect the requisite number of crosses to allow you

ta progress to the next level. However you have to collect crasses from the correct calaured squares, which isn't sa bad an the first level as you anly have to callect crosses from white squares, but having to collect crasses from red. white, purple, blue, yellaw and

green squares isn't so easy. If this wasn't bad enaugh there are hales to jump and aliens to avaid. There are also two types of soupre which do stronge things to the playing area One turns plain squares into squares bearing crosses, and vice versa, while another special square turns plain squares into hales, and vice versa. Squares with a question mark either kill you or oward anus points

And that's about it, really. As said, this is one of those games. It's nothing special but it does provide sufficient entertoinment for only two quid .. (6)

#### TUDGE DREDD Ricochet

For every useful reduction of an old game it laaks like wa'll have to put up with a dazers of full price turkeys. Judge Dredd was another in a long list of massacred comic licences. massacred in this case by Melbaume House. They took old lantern jaw and put him inta a platform and ladders rome that should have earned them a long spell in the isacubes. A reasonable likeness to the original Mega City Man doesn't really stop this being pure drakk ... (5)

#### MICRORALI.

Alternative Software Not a lot has been heard of Steve Evans in the past couple

of years. The man who braught you such a balliant version of that orcade classic Defender (Allianta's Guardian) was working on a conversion of as successor StorGate, but sadly t's been forgotten. Steve's latest production is a pinball ne and ... erm that's about Microball is full of pinbally things and is a reasonable pinball game, one of the few ovallable — especially of this pnen. If you like this sort of thing this is night up your street Otherwise, forget it ... (6)

#### ZYBEX Zeppelin

Another in a growing line of budget companies igins the cheapo bin baxes. Their first release, a horizontally scrolling shoot 'em up over sixteen levels isn't a bad start either. In fact to do injury to an already insulted Gol it's a better version of Sideorns than their licenced conversion. Having soid that don't an thinking it's the definitive thing - it isn't not by a lang way. In fact if Zybex is ta acknowledge nspirational debts Delta



should be top of the list Far

three guid it's well warth it.

#### KNUCKLE BUSTERS

Ricochet

Written by Garfield programmer Martin 'Mat' neap (now warking for System 3) about a year ogo. The plot goes something plang the lines of breaking out of a lobatamy lobarotary and fighting your way past android quards. The only lunatics in it really are the people wha bought it first time around. A reduction of seven quid daesn't really help matters. No-one wants a crop game at any price ... (3)

#### THINDERFORCE Rack It

In the year 2187 (it says) a criminal aroup take you prisoner and hold you in a deep dungeon. Since that's over two hundred years away though, you really shouldn't warry taa much, so give this paar-man's Kung-Fu Master a miss . . . (3),

#### ENERGY WARRIOR

Mastertronic (MAD) Chemical pollution and nealect have abliterated earth one turned much af it into a wasteland All that remains are a few unspailt nature reserves and they're your responsibility. It all looks like a nice cushy number for David Bellamy types until a load of gypa pliens arrive and start sauatting on it. Before you know it you're embrailed in an almighty shoot em un ocross ten levels

A game of taches and strategy' says the blurb, which makes it sound like Risk. It's nat, and the only sensible strategy wa can see is not to spend any maney an it at of ... (5)





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drama and challenge of chilling realism and owesome cansequences.



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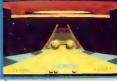
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at in the twenty-lifth century. Roadwars is the story of a huge burnt out planet called Armageriden Cuginally named Serec this planet was the exmoletely decemated in the galactic ware of 2371

Now a tourist attraction and monument to peace, Armageddon is visited by billions of beings each year. Because the planet is radioactive, people can only live on the moons around it, which are linked togather to form a space highway.

Unfortunately the computers that control these links have gone a little mad and as a result they are no longer safe. The huge magnetic side



witch on to a bonus lavel.

#### Screen Scene try to destroy each other. You see.

on this level there is only room for one sphere in the sxrt!

If destroying blue panals was the only thing to do, life would be simple and the inh would be completed by tea-time However there are other hazards which Impede your progress.

Balls are your main concern These little red blighters come bounding towards you, trying to collide with you, if you hit one with your shields up, it's destroyed If you have already lost your protection or

it is off, you've had it. As the level number increases, so does the difficulty. Level two sees the errival of satellites, which glide

# amouthly along the side of the road

panels which once held traffic family on the road now send violant electric sparks across it, which is, as you would imagina, alightly worrying

Being the brave chappy that you are, you have been chosen to help cies; the madways of all roque panels Housed in your heavily armoured bettlasphase, it's up to you to save the day.

The whole advanture starts with you at the beginning of 'New Spark' road as you start to make your way down the track. Using the joystick you can raise and lower the protective covaring of the sphere to rayaal your powerful weapon. However, aithough the shield can be replaced at the touch of a button, if you leave it a moment too late you will lose it.

As you what down the speeding path, large blue and white boils of electricity fly across it. On arther aide of these era the rogue panels, and destroying one of them branks the contact, rendering them hermiess

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spark with your shields up, you will be quite safe. You may do this up to seven times, but on the eighth you

Viceo

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Tours

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Vrw

lose them. Although great pleasure can be obtained by causing your partner to fall off or expirities, you can only

succeed by co-operating with him/ her. The best thing to do is to set up

once again. Should you be hit by the a cross-fire, destroying both panels as you go past Once all the blue panels have

bean blown away, the exit which connects to the next level opans and after a few dramatic down beats, you proceed to a new street After every loss levels completed you anter a bonus highway where if a head-to-head competition as you Take out the satellites.

firing red laser bearns. Other nesties include chayrons, sharp spikes and little bive alvens which, if destroyed, letva behind a completely new set ol rouga panels.

With all this against you, your only aid is a small sign with an errow on it which occasionally appears in the centre of the screen. Rolling over this rewards you with an orbital - a small sphere which orbits eround you providing increased firegower as they fire when you do

The graphica and sound, it has to be said, are fantastic, however tha scenary changes little and this detracts from the oversit affect, in fact whilst the peneral feel of the gema is impressive, its lack of venation and fiddly controls lessen its impact. I can't see Roadware taking arcades or homes by storm

Chris Can

Electrical charge crackles round the spheres.





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# BALL



2101

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The year in 2488, Bell Reuder is the ultimate challeng for the "Guild of Warnors", it says on the pockaging. I have news for Darmond Games, it was also the ultimate challengs for a lot of a cade visitors fourteen years ago. For Bell-Reuder to un so ut to be nothing more or less than that hardy personnal Branchot no more of the soften way.

disguises.
There's a lot of BreakGut about on the Arniga these days. First there was Impact, the Arkanoid appeared, courtesy of Discovery Software, and now we have Suif

Ball flexion doesn't have a great deal to commend it over the others. A bit on graphics, with the use of background stills to the playing erea depicting solf is style tables us of alten-crushing and delactic.

Raider.

exploration. Then the high score table is produced by immuse-bound Greek God type, who grinds halled the sets and the leaft and fleather the reverse high scores feet in and out in the factment of the feet to the table the sets and the sets

reason, in red if you keep the fire

huding pressed.

are irrelatingly forced to enter you name after every single game, and view the high scores, whether you make a to the table or not, and holding on to Fire speeds through it as curckly as possible.

as quarkly as possible.

As for the generally, well, it's break Dur own it screens. Sometimes the programmer of the prog

SALL BAIDER

Tousiness Endurance Vivi

Viceo Augus with gameplay, they ere of equal

currosity value.

The sound effects amount to clunks for htting the bricks and whoseher for bouncing them off your bal. These are in addition to the background music, which although not obsectionable is extremely.

repetitive.

Bell Revier doesn't have anything like the number of extra features which made impact and Arkanoid such interesting variants on every old game format For dis-hard.

Breek Out collectors only Christine Erakine



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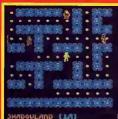
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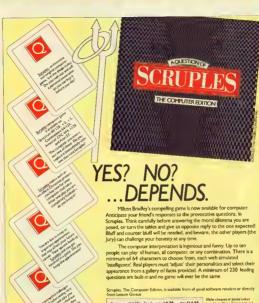
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Amiga Discovery Sorfware Price: \$49 exception pretty shabby copes of the original. Now you have your chance with this imported version of the Taito oxin-op which revived it all in the first place. But at a price. It strikes me as wholly unnecessary to describe the plot

What might be of more use to perfectionists among you is to tell you just how close it is to like coin-up for you money. To all intents and our possis.

To all intents and purposes Discovery's very soin it recards parfect. The graphics live as closs as makes not difference and so in the assamt. The graphics live as closs as makes not difference and so in the assamt. The most olivinus difference is that vipous list the mostes. How that if she bus some but I always find the thing gets stucks a crucial moment and vipou and up watching the bell disappeapent the ball. As the lest light and so testiman facing Richard Hotels As a disclarated public uses on the 64 version i would like to this veannthe same.

concession.
Unlike the definance Ocean
version you only get three lives on
this one. You also have the option to
control the speed of the ball by

perbouler there seem to be a plentful supply of lesers, a bonus reset then a good TPeu record on Dave Collier's Commodors version. Chests who don't like some of the first twenty screens can choose where they want to stert as well. What you have with Discovery's

yob on Afrit a sa good is version as you could ever expect to have on a home compater. Any craticisms are really only nationally. The country you don't have on it as a reflordable puts. You have to have money to burn to buy if. An obscion amount of money. If it side not easy to come by Meanwhile 64 owners can rever the property of the property of the Amaga version and nearly a quarter Amaga version and nearly a quarter.

Mika Pattenden

# ARKAROD Harden of the pick.

Bounce hungry acade enthusiants will have been during their keyboards restlessly at the complete lack of any decent Breakout style games on the Amige. The clones which have appeared for it are all without

the capsule warped in time somewhere bid on the gameplay (brock binchs out to enyone meding thus. The game has eppeared on just about every format end in every concapitable shape since it was released last over a year ego. pressing keys 1-8. Qu'ile why anyone would ward any speed other than the natural one I'm not sue, since the game and as had so the 64 The reason I say that is because you seem to get more hours creatings then is usual. In









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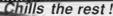
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pleasing for that.
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Harruph have gone mestiles shy for
streeckipes care. Zell Disway
Thanricully, Bann Deglath's
soundhard doesn't attempt
entything similarly imposter, if yes
bounces stong in the background.
For all that, Terramer is good fun,



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cade adventures of the explore terrain, avoid the nasties and collect stope of others. The cade is a common of way since Jet Set Willy, and Amisga versions and display a remarkable amount of detail and solidantly to the charecters and items within a oame.

Teramex is just one such example. The playing straingy is good old platforms and ladders, but clear bold graphics and a pervisive sense of gramacome humour make it a planaure to olav.

The plot goes like that an estroidy Prolesson Eyestian and and filled the Prolesson Eyestian can defilied it. May be a first the prolesson Eyestian can defilied it. May be a filled the prolesson Eyestian, who can be a filled the prolesson to the end of the prolesson and properly odd plats. We can be a filled the properly of the Prolesson, and if you find then, to got the right be to and be sufficiently of the Prolesson, and if you find then, to got the right be sufficiently assist of defilieding machina.

You'll need to use plenty of other objects found strewn along the landscapes simply in order to get about; a vacuum cleaner which enables you to fly cortain science, a fluta which will cherm otherwise dendly snakes, a political mainfaste which will power a hot an balloon (mainfest o..., full of hot as ..., geddil?)

Don't worry about not being able to corry all this stuff, an army of bearers lugs it along bahind you. To

# **TERRAMEX**

use an object, acroll through your bearers to get the object you want closest to you, and then seep stems with him. A considerable smount of lateral thinking is required, however, to melch each object to its correct

Thanks to the large, clear

graphics, you don't have to spend be leftying to puzzle out what the objects are meant to represent, before you can begin quessing how they might be used. The picture design is of a bed, carbonicar roalure skyle, rether then attempting anything upophistizated, but no less though like humous is extremely conny, and it certainly isn't easy, what with the object manipulation puzzles to chew over, plerodactyla, cloud droplets, man-esting plants, reptiles and the like around to pulyarise you

Christine Erskins

SCORE : 150 MISCORE : 200

> TOUSHNESS ENDURANCE

Ash! Cloud neon!

1 2 3 4 5 6 7 8 9 10

0....

6

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you visit it, and shows your current strength, indicated by a flowering vine, which is rejuvenated whenever you get or successfully solve a ouzrie Let the vine wither and you die a premature deeth

Playing the game is largely e matter of noting where objects era, exploring (rt's all mappable) and working but how to use what you've pollected. Hence the similarity to a conventional advanture. Yin Hei le siso capable of a few basic marbal arts moves to ward off immediately hostile characters, but this takes up a lot of strength and makes the flowering vine wilt et a remarkable rate. Beware, too, of hanging a punc for too long in any one location, or the improbably named Hoppy the Gobin appears and bites your entries which doesn't do too much for your strength either.

# Magged, by a Granded.

#### Golden Path **Amiga Firebird** Price: £19.95

acutiful graphics may be no guarantee of an excellent game, but they do help, and nabird's Golden Path has wonderfully detailed and nospheric pictures a-planty. spite the game being an ST conversion, taking place over these 40 beautifully illustrated acreens, and thera being no text input

required at all, it plays more to less

as a straight adventure, rather than as an arcade came You play Y'in Hss, rightful heir to the land. Sefore you can become the emperor, however, you must traverse the golden path, in order to achieve true anlightanment. In your travels, you find objects, and meet characters with whom you must interact, help, or fight. Solve all the 56 puzzles concerning what to do with each charcter and object, and you get to light the secred inceres and take up your impenst duties. Collecting and using the objects is controlled in icon fashion — a series of boxes at the bottom of the screen

is, depicts the Book of Knowledge.

which describes such location as

12345678910 Toughagas EIDURANCE

Ambling through the brambles

Vinco

Augeo

Vest





#### Screen Scene

The puzzles vary from tricky but straightforward to very easy — if you've got a dragon with a thorn in his foot and a pair of tweezers lying around just a couple of locations away, it's not too hard to work out your next move. And your ability to progress is often determined by which puzzies you've a Iready solved.

The gameplay, then, is very simple; a pictorial adventure game, and a program that will appeal far more to orthodox adventure fans than anyone also However, it's an adventure drassed up in very fine clothes indeed. The mouse control and use of icons, once you've got the hang of it, mean that you can speedily move and manipulate Y'm His and the objects in his pockets The continue | soundtreck is a classy onental-style series of tunes with



Marshy a wishing well.





it's the honorroble bin room





plenty of variation. And the graphic backdroos ere truly superb; lovely detailed scenes of budding mimosa bushes, ornate pagodas, animated flickering firelight, typically oriental looking landscepes. It all goes to make Golden Path probably the prettiest Amige game yet, I have just one gripe on the graphic front — why did

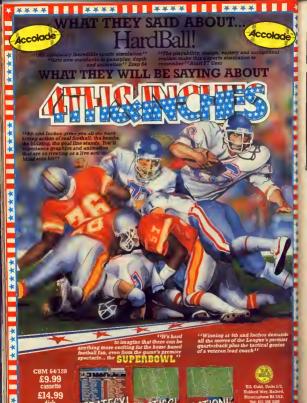




background?

A little but chilly round the sendels.







BY KEITH CAMPBELL stopped boking whilst the player thinks. In Border Zone, time does not mand still - except when you use the PASSE command Purthermore, Sorder Zone is in

three chapters. Each chapter a havecally a separate mini-adventure, but three trurs don't manage the same death and complemely of one sample cathe of the same ownall see. Like Nord and Best, Rorder Zone

has built-in invisiones. Type HDAT, and you get e pack-list of citate

appropriate to the charger weeks playing. Select one, and e securities of busts, in order of increasing belofalness is presented At any time daming the sequence you can QUIT the hint section and peters to where you left off m the crame. Written by Infocom founder and

co-author of Zork, Marc Blank, Border Zone doesn't disappoint in its tuzzles - I love those where the game is (nearly) always one step ahead of mel The agrical Infocur humour is there, log, is the trenchcoated man who here to bold a ciquette while he atterrogales you, and fails descraffly. Not furne? Try believe e match from the Frobesse Radway matchbook supplied with the

instead of doing what you should don't to get the most out of the gaste --leave the computer alone for e while and puzzle through the problem local

cally, and inspiration has you So meteod of a real mystery, you get access to an open book. This spoiled Border Zone for me, and led to the low Populsability Rating, which would otherwise have ranked about 8. By the time Beyond Eork is re-

leaned, four m a row of Infocunity games will have been 'diffament' from the mandard advecture which gave Infocom as high standing amongst adventure players. And there's infocustax to come. Innovation and onperment in adverture formats is 85 be welcomed, but not in EVERY

release, please, laftroom Border Zone is good, but like Nord and Bert, and Plundered Hearts, it has facied to get shows too Vet ratings at one autre almost Granarteed for an in focces advanture. When can we have some from him Stationfell Jackway Horror, and Leather Goridesses?

FOOTNOTE A word of warning about the

64 version. If, like mine, your pack contains only a 122 oper-

64/128 Infocom/ Activision Price: £24.99/ disk

The convention of the saw thinker a la The Third Man' has come to the 64 via Infocom. The plot shifts and Clanges over a sense of chapters in which the player adopts a number of

Chapter I - The Train, An Amerour businessman returning from the Eastern state of Probnia to Vienna your train in seeining the border at latterburg. Sudderly, an American

agest staggers into your company ment, bleeding profusely from a gunshot wound, and thrusts e document in your hand, "Deliver this to my contact, who will bump into you at Ostratz station," he amplores "He will. say Pardon me. To this you must reply it is my fault." Passing e white carration on you fer recognizion priz-

poses, and telling you your tank is vital to prevent the assassmatten of an American diplomat, he staggirs out. Before forg, the train is being searched for the agent, and every passenger is interrogated. The secret document will do you no good if you are still clutching it when the man in

the trench cost arrived the reaching the border at Ostada trench-costs - conducts a thorough search of the tram and baccage .. How you debyes the wal information to the contact forms the bans of the Chapter, which in handsight, turns out to be quite short, albeit complex.

Chapter 2- The Border Now you are the wounded American spy who passed you the document in Chapter 1. Fleeing from the train before it reached the border station, you are on the run in a hostile land and must cross the border. To help you a map of the countryside is supplied in the

package Ricedam freezing cold in the snow, and pursued by dogs, you make for e but in the lorest clearing. Let's hope its occupants are friendly

Chapter 3 - The Assumption Now you are a KGB armet or the one from whota the American agent recerted the document. You have been ment to Outsuty to supervise the assauagation, and keep the Kremlin's name out of it. But in fact you are e double agent and must prevent a

from happening without blowing your Border Zone marks yet another departure from the usual frécores style. Apart from being the first lalocem spy thelier, more significantly it is their first adventure played in real time. Until now, the clock has two ways. Family, the way it was nobt into three chapters However well done if it (and it is well done) the game immediately loses impact. Surely, it mosts have been one of those three parter GACked carner on tape - and THEY come at less than half the price

More statumental in spoiling the game for me, was the inclusion of Invisiones in Nord and Bert, basically a guessing game, they worked well, but in Sonder Zone the trouble is they are there it is all very well saying You don't have to look at them' but you know and I know that when you're stuck you will use them,

start up the cume on a 64 is different. You must type LOAD "STORY", 5 and then type RUN aT the READY prompt. Also, some copies of the 64 version are bugged, This manifests itself by preventing use of the SAVE command (extremely useful in Border Zone) and

causes the compater to lock up. Then the whole game must he reloaded from scratch be fore play can continue. Activinion think that all faulty conies have been taken out of circula tion, but should you find you have one, take it back to your supplier and ask for a replace-

veral



BY KEITH CAMPBELL

Smart Egg Software 64/128 Price cass/£9.95

CRL/

disk £14.95. Federation is a space adventure in which your ship has crashed mic

Quilled adventure, subsequently conwented for Ametrad and C-64. another, the Quann Tulla, whilst attempting to dock with her. The designer of the slup, Erra Quann, has backed it, and plans to take it out to an enemy amoute to nell the secrets

Tuila, one of the early Spectram When I say be written. I mes completely re-wrater. The original storyime as there, and well recognisable, but the text has been substantally received, and some of the

er the enone manuals from the

Ouann Tulia, destroy the ship to prevent it from falling into enemy

hands, and then teleport to the surface of a nearby planet where a

then it may come as no surpose to learn that Federation is a completely

re-written version of Eight Day Soft-

ware's ontinal text adventure Ouann

means of secape awaits you. If the ship's name is familiar to you. objects and puzzles shifted around a

The commal was test only, but now muchum have been added, in the form of a box about two-thirds the width and one third the height of the screen, and they are very mack to display To the right of this is a scoreboard, showing the current score and number of turns taken. The accre is out of a stangering 10,000 (so far I have only seen semes in the two national posture) with some points awarded for desplaying extra zistutive. Thus it is possible to complete the came with less than a fall score.

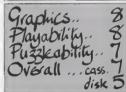
Right at the start you are pitched into a problem - you can't breathe Your ship is leaking, and smoke and sparks are all around from the crash. Only a few moves are allowed for you to find and put on the Natullow Airmank. This is the first of a series of obsects. like the sulphurtab, and a tribe of nermanine that combine with the tight opening to make Federation. somewhat remniscent of Kardeth

Multi-word sentences are supnorted tormiber with a RAMSAVF and RAMLOAD facility The name is sociled only by one or

two minor points. Because the mossage given when an unrecognised mored in entered conceals the fact that if its severaled, combission can set its where the vocab is not too obvious. For example, trying to take the airmask gave me THAT IS NOT POSSI-BLE - I should have used MASI mutaud of AIRMASE. Another small point was the description of a tabe danging in space falling to change after I had successfully contacted it to the Ouann Tulla

Otherwise an excellent adventure - nity about the necel





The Fiend 64/128 Price:

£3.99 cass

Here is an adventure full of rather abequet but deviously locical puzzles - the sort that almost dely solution,

Set in the caves beceath Folly Hill inhabited by the dreaded Fartigdon Fiend, you start off trapped in the maddle of a pentagram. Step out of a and the fading sounds of Frendath laughter will be the last thing you hear. To make mattern worse, you are carrying nothing to start with Or



does that perhaps, actually help? Even livering the perhaps does not really see you made rany, far now the boody-rapped crack in the real, damppours, really learning you with nothing? But there are these all around, it only you take the routhe is book for them, and rocopiuse them as such, Next, is breaking adversely looped see a required to, unthinly, though it may seen, apply the assess miss to all that flows from your first bent discussed.

If that sounds vague and complicated, all I can say is, you will understand what I mean when you've achieved it in the course!

Being a gathe written by a Fisted, it is not supprising that it is populated with denote, each complies with tractous fangs and claws, ready to lear you to shreed at the diphese of false moves. Each can be satisfied with the object of his desires, but it is you who must discovere exactly what that is, and then produce it from somewhere?

This is a GAGOd adventure with organics which are hardly Magnesoc Sorald standard, but they do here reasons, and they contain clear. On the reverse side of the lape is Fixed musc, which to be appreciated to the liquid of the lape which is the played on a system with a but of power, and turned up to fail volume, which you are strongling through the gume. For those Yalley readers not as the

Intow. The Elend, enther of that diabolical pieces, his a regular spot in the adventure column of our enter magazine. Complaine if Yideo Carante, Havron plaqued me with sercentre and resulting sanonymous interior for an enterior of complain about the worst sound to complain about the worst sound to complain about the worst sound columns are and foolis, which he will also made and color with the worst sound of the color of th

and soils, which he refuses to suffer gladly. He does with as much rehish as when he is devouring a mades. A full solution is enclosed with the game—but being written by a Frend. I i suspect it is designed to sap the morale of the player, rather than own-

ium a helping hand!

If you empy an suserise in puze
logice, at \$2.50 this shouldn't fall to
please.

Beneath Folly is available mailorder from The Flendery, Elm

hands and vanables in a paif of black greaty stroke. You now find yourself at a quiden-You now find yourself at a quidentemple, and there's hole peace as you by to find your way about the place. Cod has the habit of materialising and malting continents to interrupt your fooglist.—Bies. "Being composers and all that if a cracked up to be."

It seems his delden eggmen has

been stolen, and your task is to find

and return a to him. If not, he'll turn

you zee an egg, and eat you prob-

ably posched. So savory, he claps his

God has the habit of montraining and making consensus analysis consensus processing and analysis consensus processing the state of the Sangarana processing the state all shed its Canada up so the state all shed for according up with the state and policinopoliton, of the state of periodic state of the st

Should you do anything about them or are they pure part of the scenery?

Before long, you find yoursell armed with all sorts of strange objects including a winter (perhaps is at the one God was wearing?) a golden robe, clubbeard, youts, stippers, mago beins, and an under the bedobject, which is sure to tarn out week. If only you could decide what

for A germinally humourous game, this is Smart Doy's first original adventure, and for £19 it's a must, it has bright, pleasing to look at and tentant colour graphon, a RAMICAD and RAMSAVE facility, and a suitably holy character set.

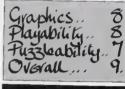
R is note to see low-prood quality adventures on cassette, and this one is every bit a good as Smart Egg's first Mastertronic release, Rigel's Revenge. Go on and buy one!



Graphics.. 7 Playability.. 8 Puzzleability.. 9 Overall... 8

# QUEST FOR THE GOLDEN EGGCUP

Mastertronic/ Smart Egg Software 64/128 Price cass/£1.99 You're walking along the MS, when a Pink Pauther in a pank CS mus you over and hills you stone dead. All as black around you, when a shaft of high appear, and in at an of the meaning a surban. "Hells, the God" have you see the set deem to the stream of a hausting pusoo melody, and higher you a redd cope. After blowing set a made to they, he gives you a quost to perform.







So you thought you had problems? Here is another batch of Valley readers who were so desperale, they decided to write about them. Can you help? Who knows, next week it might be your sum to seek help through the Valley!

8? Andrew Macrobie of Shelfield, has been siting in from of his coeputer screen, pushing boulders. This has laid no effect. How can he get the claim from the top crister, in Robyash.

Mann? Two problems have come to the form as currently building this most people, in this month's made limit, Paradeonteen it seems the close I gave a dwn months a was a contemple. The armber of playme are conceptly to being a manber of playme as not enough it. I also a secure the charles of the bear. So here it is a span — in plans insequently (Well, almost I) for former a seminature. Find the dead part nees, and charles the playment, and with a proposal of the content as a small case. Find the dead part nees, and charles have been will approach, and charles have been seen protected your man of the content and as the post part of the content and as the

Second in the popularity stakes in the NET problem or Royal's Revenge. Thus has caused much halany and some argument as to whether the problem should have been michaled, and if so, who agreed to put if in, between Smart Eoyla Nigel Brooks, and Stod Bassan programmed the game Look in the other section for how to award the problem?

Olav Sjoernbakken cannot cross the chaim nor free the people from the laser cags in Masters Of The Universe. Nor could be pass from adventure to adventure in linaguanon, to get over the latter problem, read the cassette inlay carefully Olavi Or perhans you haven't dot one ...?

of penaginy on mercial got canjust Meyer of Penner, is totally knackered after laying awake right after night, punting over to adventures I've helped him with a couple of problems, but who can finally pai him to sleep by melting the wax in Colled Of Stranger to hand.

Outd Of Thurses for hun?

Another non-alcoper vergang on
Another non-alcoper vergang on
Lazs Dybwad from Osio How can be
open the door in Durgoon VI?

open the door in Durspeen VF.

One step on from sucride is Srad.
Fields, currently in a moreyse White he tires to leave through the door, the adventure, Waznewick, comes up with a message trilling him he can it of that test now. Any schee, stepons?

If you are suffering or can recommend a good pain-killer, write to me at The Valley, Commodore User, Priory Gorrf, 30-33 Farmodon Lane, London ECIR 3AU, and I'll gel right hack to we.

## **ADVENTURE**

With thanks to Damel Griffiths, Mountain Ask, Ray South, Milton. Keyner, and Moupan Evec, Dotlesre-See.

RIGELS EVENCE Don't get caught in the per — there's

IC SECRES
FRANKENSTEIN

On the stend wolfs throat.

LEATHER GODDESSES OF PMOBOS

Wrap the budy robot in a blanker, pet
it in a basinet, and leave the basket.

cutated the cephanage. Enter after the matron has taken the buby MASTERS OF THE UNIVERSE: Attack Martanias with the sworth then examine the solutions, for a timelant.

DODGY GEEZERS: See Sullet Proof before leaving prison, and deal Ken for a hot do.

on, and deal Ken for a hot cip.

GUILD OF THIEVES

A pipe and a stopcock help with a

KNIGHT ORC-Magically cool fire, and examine grate for extra vision.

CAUSES OF CHAOS
Rope climbing from the telescop
leads to the key

CLUES

RESCUE

# CAMPBELL'S Comment

While I at back and was for some controversal and outrageous committees to come to mind, Campbell's Comment takes a month out, and gives YOU, the Valley readers, a chance to say what's or TOUR. We kick off with a letter replying to my question about what determines which advertiges you buy.

\* You saided readers to write in and full you what makes ou long adventure games. Well, I believe if it begins. I personally own only adventure games, my software copboard in full of them. Or all the game opyou have resurred I faire only prochased. Expirith on the strongth of your reviews 'Boot log time wrong - I think

your reviews are of the highest standard, but I prefer to buy games on my own intention.

Sudly I trust that the adventure market for cussette owners is quite handed. Recently the only cassette.

adventure that I have really emoyed is Rigel's Revenge. Dates! Ontlishs, Mountain Ash. Mod Glam.

Smart Fore

Campbell's Comment: That's all wery well, Daniel, but tief you regret laying some of the games when you came to play then? And then wish you'd taken heed of revision? And you'll be pleased to hear there's more counter from

\* What you said about sales of Expirit is time! Said. We wrote a good quant. We sait up rughts with it and nursed it. So on the adnote of our publisher, and such thoughts of paying the mortgage and other armising realises, we went into arcade games.

Captan Anence was our very first project. Selan dat all the graphos and coding, and we thought wild brought a touch of adventuring to accades by adding close to the gameplay. This tiens cut to be sometting the average arcade player does not

We had this idea that it would be income how things happened in the game, but the reviewers were unhappy not being told exactly how to play. Almost like a set of metractions in an adventure talling yes seartly what is do with his cardisentick, wet time fish sic. So we learned by our error that arcade players have to be told how to play Sometimes I believe namewers can make or break a mane, but some

seem to leg games to improve their own image. I don't believe you're quity of the, and I hope the market majores and sometimp new and wonderful comes along in the adventuming field, to myor it with its. Sadily if wort he produced by us,

although we would love to write another adverture. So if you know anyone looking for one, do pass our name along the line. Ann Elhowala

Ann Ulsowski
Tazann Software
Bration, Watshire

Campbell's Gennent: Just what adventurers thought about urcate playars and nevue darrel to say! But good reviews dight's seem to help Knyleth... We must he've another, an come on software houses, how about Commandating a decent adventures.

\* I'm an is year old student at the Western languages department of Sosphorus University, and own a C-126 computer.

Nearly all the games here are pirated. But people here buy them and enjoy them, they are preny cheap as well. Of course, I admit that's not law, but bear in mind there is no law preventing software purey.

The problem causes in adaction to me. Part of all when you are buygin the game you flower nothing about it. No handy utilization is given by the game, it is usually guil a tape or a dust consumpt the game. At usually guil a tape or a dust consumpt the game. Are surply guil a tape or a dust consumpt the farm. Though I completed (excuse the farm) arm of both Caste of Flerror and Descalar, I couldn't proceed to the heat parts, because they weren't the heat parts, because they weren't

I buy both CV and C&VG every month regularly, and read the adventure sections first. It's a certain fact that no better articles exast in the world about adventures.

worio about acivernires. Can Osturk Inabul

on the tape.

Campbell' Comment Ham . . . if's enough to give pirates a bad name! Bost of luck with your adventure column.



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#### Poison Penn

Reinn an avid reader of the magazine, it is with heartfelt sormw that we see the passing of Mr Lacey onto pasturus new, and nond luck to him in his new post. but what is more pitiful is the vacant position being filled by 7720 64 reject Gary Penn. Tha standards at CU are obviously beginning to slip! It you take a close look at G. P. 's contribution to CD, it is blatantly clear that he would not know a good game it it hit him between the eyes is there no pleasing the 'boy', or is it just part of his nature to grumble of the end of a review? Thank opodness there are still some good and adult minded reviewers (Ken McMahory/Keith Campbell) with the magazine. Please Iry to keen the reviews up to the pro-

it to the childlike quality which he produced for Zzao Instead of just miviews, how about an indeath look at some of the U.S. software housee that are trying to conquer the British market (Electronic Arts/ Microgross/SSI, etc), as they seem to be producing far better software than US Gold/Ocean/

G.P. days, and not let him reduce

Flits etc. Well I've said my piece, and if is only fair to give you a chance to reply, so I shall read the future letters page with added fervour. Muchael Hodgson Southampton

Gary la not a Zzag raject, he laft the magazine to lounch Gemea Machine His knowledge of and akill et computer gamaz le second to none. Last month he was responsible for ewording our Hest Superstar of the year, la that griping? He also gave Platoon a Sersen Star whilet ob I'nbib II why tyo pointing even better, ff that's grumbling expect more. CU's standards have never been higher. (Att right Gaz, you've made your point, MP.)

#### Burn 'em

Your magazine is fab. No other map has the style or quality. and gives some freebies bimonthly All other mags should he humt

You are so generous, you give away tanes, calendars, booklets but do not raise the price. About Out Run (or in your case

Oul Nut 1. Why haven't USG given the girl blonds bair?

2 Why haven't USG given the car an engine (there can'l be with no noise)



3. Why have USG nut those lines. there but not on other courses? (I cresh because of lihem) 4 They haven't given the

Commodore forks in the road (The snecty has less K and has torks). 5. il is an alright racing game but to be a conversion of Out Run (Our Nut) Huh! I hone Road Blasters will be a better conversion than Out Run It is not the best conversion. I'll stick to Buggy Boy From the Hangley boy Kincardinshire Scotland

Questione wa all esked ouranivas.

#### Aaarghh!

Smash, Smash Smashl | am of course referring to the triple C (crucial, coin-op conversion) дате - Ветрасе.

I am glad you reviewed this game in your mag, and I am also plad Activision have converted this T.C. (totally crucial) areade

What a load of Cr\*ol I am of course referring to that total rip off of the most original game ever. Future Concepts have actually got the nerve to mlease Ramparts I mean it's even oot virtually the same name. The crew al Future Concepts should be ever so slightly massacred for their ternbla injustice. No game could ever replace Rampage, no characters could ever be like same as George Gonila, Raigh Wolt and Lizzle Lizard

My only complaint is that it haan't been converted to the C16 or the Plus 4. I had to go round to my 64 gwning triend's (he's my hest friend because he has a 641 to play it. When it was time for me to on I could hardly out the

javstick down. Anyway back to the point, if they can convert Rampage to the Spectrum 48K why can't they convert if to the Commodore Plus 4 which also has a 48K memory? So come one Activision, give us

people with Plus 4's a break. Give us a really good name I don't care about the price! Steven Herry

Why are you worried? Activision's game was far befter than Ramoarts anyway. What's really annoying to everyone is when a cione game to better than the priginal.

#### **Flares**

Having just defected to the hest computer man I wish to answer Mr Scott Trenchard's letter in November CU in which he said he hated compilations. think compilations are trendy 'cos I only ussloot a 64 and if it weren't for compilations I would have had to on back to the Sovient Union to get away from the bank and the builiffs because ! couldn't afford all the menafaetastic brill gamee given CU Screen Stars in the past while I was using the X781. Keep up the nond work at trendy CU (do you wear trendy flares?) Russell Vaniev

Nabody weers flares at CU, not even Nick Kelly whose airffriend keeps trying to cenvince him they're coot. Who'd take us seriously if we did?

#### Elephantine

Did you know that the gestation period of an elephant is 2 years? And that one elephant year is approximately 8 human years

Therefore it must be assumed that when a baby elephant is born rt is already old enough to drink, drive shave smake read The Times, and its voice is broken Frender Krueger Bellincullia, Eire

P.S. It is also old enough to read ZZAPI but doesn't buy il because it's loo expensive P.P.S. In another two years it will

he pid enough to buy "Jack the Rinnerwear trendy flares Two years after that and It'll be

se pld se Eugene Lacay (thal's the same ago as Linds Luserdi. funnity enough).

#### Poster

I've spotted all of you. There you are, behind the Afterburner console I suppose that's the winner at the OURNUT compo inside the game. He's bored to death because you could only find 99p between you to play the game with Oh well, not to worry, have a game or two ot "Mube Madness" in which "a mutic gets his head blown off. Oh, then you could have sex and on crazy as well. As you may have guessed, I just thought your poster was amazing! Thanks and praise in Jamie Hewlett and Philip Bond

Good work! I want to know who the bloke with antenna is! Okay keep up the orgat mag

and Mike, don't be too much of a megalomaniac. Oh, and can I have the pattern for those wanderful sacks Mrs Kelly? Thanks for the great read. Tom Blakeson

You are correct. There we are langring Eugene Lecey, MP's getting the cold shoulder from 8 pirtle with pink hair. Nick Kelly le aporting a pair of popular shedes and Elaine Bishop is modelling a CU I-shiri. The guy with the antennas mest be our beedy-eyed publisher Terry Jemie is currently writing GAS for us, so expect more weirdas!

#### Calendar prediction

Basically being an unoriginal sed I decided to rip oft another of noor old Pattenden's ideas, So here II is, the Software Calendar

for 1990

ZZap 500 ceases publication after its exerbitantly priced (thirty guid to you muy') 'Christmes Special' sells three copies.

February Commodore User changes its name to 'Date! Monthly' after the antire magazine is laken over by adverts for Eprom Burners. Rainbird release 'Soft Pawn' in its new holographic, ultra glossy. bullet om of, knels Bayoured packaging only to find they haven't yet written the game. A Reinbird spokesperson said 'We

were so pleased with the

lo a Sinciair Distribution warehouse in the Antarchic but mars off at 3 m o h on a C5

Appl Date! Monthly is sued by the Viewers and Listeners association efter Tommy's Tips is mendled by the typesetters and emerges as Tammy's Tits. Andy Brayhronk is: beheaded by a mob of 14 year olds after his twenty thousand Ine program (published by Date) Monthly) Infinite Everything on absolutely everything' turns out to be an April Fool toke.

May

Finding itself with a circulation of zero Crash consults Popular

Computing Weekly on how to cone Fucene I acey is found pleying Sam Fox Strip Poker under the blankets and is Instantly sacked (again).

The Games Marhine ones back to being a bi-monthly but no-one notices. Computer and Video Games wins the BPI award for

best music magazine. Crash does just that and a mysterious blaze sweeps through all the Star Trek development

disks. A Firebird spokesperson said she is "deeply relieved" Merk Cale gets to drive his Ferrari

envwey. Ocean release TV Test Card to rave reviews from dead neonle Sentember

The balcony at the PCW show finally collapses, landing on the business computing section which is of course, completely empty

CRI achieve the embleon of a lifetime and have their latest graphic edventure Skin The Puggy Gets Minced completely banned, thereby ensuring massive sales in the US and Australia.

November Firebird release Stir Track and Parkhurst release Mike Pattenden after charges of 'excessive cruelty to dogs' are dropped. Mark Cale is given a sparkler on the fifth end Incinerates Yorkshire, Graftoold sue Firebird who are currently counter-suging Howson who are considering taking legal proceedings against Elite who are currently sueing Gremlin Ocean bring out a game on copyright

and ere sued. US Gold sue Theraselves accidentally Documber Datel Monthly goes bust ofter o Micro Live Report reveals that things like disk notchers, kernal boards and com-drum duplikator editor deep scanning burst

nibblers do not in fact exist but were made up by Datel's silly names department. Computer and Viden Games wins the Holywood Video award for best Film Megazine P.S. The Hunters Moon review

page looked bloody good. congrats to whoever did it, now THAT'S the way Simon Kavanagi

London E9

The Bishop thanks you for your praise. You show great forceight grasshopper. Just ramember though thei in the Land of Dogs the one-legged men has a hard



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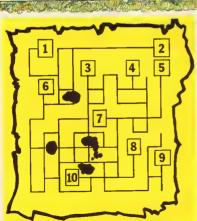




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# PLA



## By GARY PEN

#### The Jungle

the this map in flad your way through the jungle to the bridge — not forgetting to jetch as the explosives (marked E) on the way. Should you decide to leave the axplesives you'll get reasted by a flame-thrower-wielding quarifie when you try to cross the

bridge.
A well-placed granade
disposes of any snipers, but it's
best to jump the builet and/or the

Shoot the guerillas as they appear on screen. Don't let them get anywhere ouar you.

#### The Village

ignore the first three buts, but get the map from the fourth—warks out for the guarilla lastide. Shoot the senorfabtch. Do to the far left (sixth) but and get the torch which is to the right of the pet of rice next to the hoody tramed such, live up to the

# ATOON

0 5 4 3 2 1

Two highly helptul maps plus tips for all six sections . . . what more could you ask to? OK, pokes would be useful. Maybe next month, eh?

trapdoor in the fifth but (the one to the right) and stand on it to enter the sext section.

PENN

The Tunnel Network
You may find it considerably
sasier to refer to this may rather
than use the portion shown next
to the playing area. The assential
rooms you need to visit are: 1, 4,
10, and then 9 to escape. Room to
contains some flares (along with

The Jungle

The best rests areas in be go self, right, left, left, left, right, left, l



here it), coom 4 houses the company, while a secand fet of flares con he found in recent 10 iper them on? Ed), and the clear title in 9. Don't hang ground in the same spot for fee long — attacwise a talke-wickling saidle will appear.

The Bunker
There's out a lot to say other thea
the tips in the manual are helpful

The Final Section
Keep nevies, Eurean benee in
or your perition. Move in close
and when you find a you where
the greates the beam (see' the
forget in outlied the ben before
simply more bit and right to
maid the spray of soldes and
keep lashing, if you're coal
onough you'll get to see the
congrutation glicture (above



## **TECHNICAL DEVELOPMENTS**



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  bit/Atan ST/Soschum/Amina/Amstred
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#### PSYCHO SOLDIER (Imagine)

get

Type in this abort listing, RUN it, then follow the on-screen promots to LDAD the came with infinite lives.

1 REM PSYCHO SOLDIER CHEAT (C) HM **PUGH 1988** 2 FOR X=541 TO 578- READ Y:C=C+Y:POKE X.Y NEXT 3 IF C=3726 THEN POKE 157, 128:SYS 541 4 PRINT "DATA ERROR" 5 DATA 32, 86, 245, 72, 169, 32, 141, 84, 3. 169, 2, 141, 86 6 DATA 3, 141, 52, 10, 169, 59, 141, 61, 10, 104, 238, 32, 208

7 DATA 96, 72, 77, 80, 169, 141, B. 232, 76, Q. HM Pugh, Holywell, Clywd

#### HUNTER'S MOON (Thalamus)

Type in and RUN this program to load The game with infinite lives D REM \*\* BY D SLACK \*\* 1 FOR A = 544 TD 591 2 READ B POKEA, B C=C+B NEXT

3 IF C=5824 THEN SYS544 4 PRINT "DATA ERROR" ENO 5 DATA 32, 44, 247, 169, 21, 141, 177, 6 OATA 169, 55, 141, 178, 3, 169, 106,

7 DATA 179, 3, 32, 108, 245, 169, 67,

8 DATA 39, 192, 169, 2, 141, 44, 192, 9 DATA 191, 3, 96, 169 244, 141, 154,

10 OATA 169, 0, 141, 242, 193, 76,

NB: When the game loads there will be no more music and the border will flash

#### RASTAN (Ocean)

TOI

Type in and RUN likis listing to give you mfinite lives and infinite energy but you still have to keep away from the water and lova

OREM \*\* BY D SLACK \*\* 1 FDR X = 400 TD 457 2 READ B PDKEX B:C=C+B NEXT 3 IF C=6543 THEN SYS400 4 PRINT 'DATA ERROR' END 5 DATA 32, 44, 247, 32, 108, 245, 169. 163

6 DATA 141, 196, 2, 169, 1, 141, 201,

7 DATA 76, 167, 2, 169, 189, 141, 116, B DATA 169, 1, 141, 117, 1, 169, 85.

9 DATA 211, 2, 169, 96, 141, 244, 10. 10 DATA 125, 10, 76, B1, 3, 169, 96, 11 DATA 165, 160 169, 173, 141, 7.

201.76 12 DATA 26, 129 NB. When the game loads there will be

ne music D. Slack Maintelone Kent

#### **DEFLEKTOR** (Gremlin Granhics)

Type in this listing, RUN it, then do as you're told on-screen to load the game with infinite energy and no overloads.

1 REM DEFLEKTOR CHEAT (C) HM PUGH

2 FDR X=320 TD 347-RFAD Y:C=C+Y.POKE X,Y:NEXT 3 IF C = 3008 THEN POKE 157, 128; SYS 320 4 PRINT "DATA ERROR" 5 DATA 32, 86, 245, 169, 81, 141, 204, 2, 169, 1, 141, 205, 2, 96 6 DATA 72, 77, 80, 169, 165, 141, 143, 54, 141, 249, 54, 76, 5 8

#### GAUNTLET II (US Gold)

Type in this listing, RUN it, then follow the on-screen prompts to load the game with

10 SYS 65371:POKE 53280,0:POKE 53281.0. POKE 646.1 20 PRINT "BY ANDY GRIFD" 30 FDR A=8448 TD 8512; POKE A.255-NEXT 40 POKE 53248,100. POKE 53249,100-POKE

53276.1 50 FOR A -528 TD 591-READ B POKE A.B:NEXT

60 SYS 528 70 DATA 32,44,247,32,108,245,169,27,141 80 DATA 208,8,169,58,141,209,8.76,16,8 90 DATA 169.32,141,48,43,169,53,141,49 100 DATA 43, 169, 2, 141, 50, 43, 76, 3, 42, 238 110 DATA 38.208,169,155,141,17,208,169 120 DATA 1,141,21,208,168,132,141,248.7 130 DATA 238,1,208,189,96,141,231,154,96

NB. Your energy will appear to go down This le normal

Andy Grifa, Welkrien, Warniey

#### BANGKOK KNIGHTS (System 3)

Infinite energy is yours if you type in the lollowing listing, RUN £, then follow the on-screen promots ...

10 SYS 65371: POKE 646.1 20 PRINT "BY ANDY GRIFO" 30 FDR A=608 TD 624 READ B.POKE A. 40 FOR A =53213 TO 53256 READ B POKE A R NEXT

60 DATA 32,44,247,32,108,245,169,12B 70 DATA 141,237,2,76,168,2,76,221,207 80 DATA 169,32,141,249,3,169,246,141,250 90 DATA 3,169,207,141,251,3,169,96,141 100 DATA 252, 3, 169, 127, 76, 81, 3, 169, 32, 141 240 110 DATA 75,169,0,141,250,75,169,234,141

120 DATA 170.17.141.171 17.96 Andy Gofe, Welkden, Warsley

#### SUPER SPRINT (Electric Dreams)

Fingers at the ready . . . type in this listing (not forgetting to save it for future use)

ORFALSLIPER SPRINT CHEAT (C) HM PUGH. 1 FOR X=65440 TD 65471.READ

Y C=C+Y.POKE X,Y.NEXT 2 FOR X-49381 TD 49399, READ Y:C=C+Y POKE X V NEYT 3 IF C C 6800 THEN PRINT "DATA FRRDR"-FND 4 INPUT "DO YOU WANT TO STOP THE DRONE FROM WINNING (Y/N)"; AS 5 IF A\$="Y" THEN POKE 65452.0 6 INPUT "DO YOU WANT TO STOP THE RED CAR FROM WINNING (Y/N)": BS 7 IF B\$="Y THEN POKE 6647.0 8 INPUT "DO YOU WANT TO STOP THE BLUE CAR ERD M WINNING (Y/N)", C\$

9 IF CS+"Y" THEN POKE 66462.0 10 PDKE 157,128 SYS 49381 11 DATA 169, 130, 141, 161, 162, 141, 166. 152, 141, 171, 152, 169, 199 12 DATA 141, 68, 153, 169, 237, 141, 62, 153, 163, 1B0, 141, 56 13 DATA 153, 76, 235, 2, 72, 77, 80, 189, 192,

141, 41, 3, 32 14 DATA 86, 245, 169, 128, 141, 206, 1, 169. 233, 141, 207, 1, 96

Now type RUN (RETURN) and follow the on-screen prompts, enswering the guestions with eith Y or N for Yes or N Super Sprint should then LDAD and RUN with the selected changes

Ill you disable a car from winning they won't win when they linish their 3rd lep or any other lap thereafter

For a 1 Pleyer geme it's best to enswer the question Y, Y, N

For a 2 Player game it's best to enswer the questions Y, N, N



#### LEVEL ONE"

Keep The Farce on your toll notel you reach here. New city it into the front of the creat

see armin hore to

#### 

the beam op instan depress the been orb to be lies than — Let'm rip. If your nim is good, harn will be destroyed.

aint, stey to the test hand side of the server. Keep firing oc you congress, but don't bother leaking of the screton—so legg as you connelated all the same weapong-long the woy, you should be able ail through to the allow at the wood of

n

the level wat

Try to sally forms for right-hand sudar of the across, as this forces the acceptace to came and of highing as tiler,

(3=

## the synamical

Stay here and shoot the enske-like creaters as it person around you.

Then me two ways you are dispare of this processes abject. The first

#### LEVEL THREE



Shoot The Force in home when the threater stops thrusting (Erb! Fearr! Fnarr!

Erradicute those gos emplocus first then move down to.



stroying the year as yee go (keep alwg to need the deadly flames).

stroy all alians and gan placements before putting The see on the front of your ship and an down to finish the answershi

#### LEVEL FOUR

Bann up' to destroy on more green dats an possible jand hapefully the alines with it, " It your builets can pass through any gape you'ny created, on can your only a rich it doesn't look like it.

left of the screen. When you sail the date, meen so to...

Pet The Force onto the back at the shrp when you reach this point. Exter the mass of green data roughly bern. Knep firing, and knep to the for

destroy the leven third of the craft it the time yee coach the far eight han side. New below the craft up the screw, abouting the gross arb of th Inti hand balf or yen gr. The third



# ROLLING-THUXDER



Screen shot from CEM version.



Screen shot from Spectruss versus



rees shot from Ann

Have you got what it takes.... ....to be an RT undercover cop?

> CBM 64/128 £9.99i, £11.99d SPECTRUM 48K £8.99i AMSTRAD £9.99i, £14.99d ATARI ST £19.99d AMIGA £24.99d





# This is where the gazey gets aven tougher. There's a fairly strighterward rouse through to the and, as follow it. You have to some EVEL SIX

the hard way







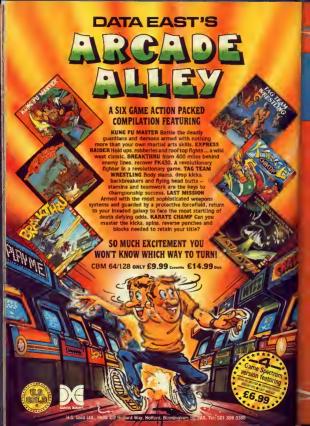
# LEVEL SEVEN

stab out for the exploding scapery ame of which is indecated on Yeng

Wait of and shoot from the ber left hand side of the account as the wave

tin very quickly.
Make your way to the and
pages — the offse scrap yard.
Such out for the fulling debris.

LEVEL EIGHT





mystenous nastes, moel of whom look like psychotic bee keepers in their bizarre hood!

you've acquired and how far eway the person you're entempling to dis is, a fump button, which enables you to leap up and down, essential both for movement and for evolution missiles, and finelly a worlding missiles, and finelly smart-bomb. "Ninga Megic" button—you only get one per life, but when you press it Joe lide his empre periods. omething which sounds like Shunakin" and alter ego spriles dert ell over the



## SHINOB

commendes and some particularly nasty now-you see-'em-now-you-don't

Monroe posters to be found on derelict walls, and the

There are some nice graphic louches about, notably the blocks of Manlyn

derelict walls, and fhe soundtrack is pleasant, And, with live missions to complete, this one will keep you, and your money, niliantly and it's coming to cade near you soon. Nick Kelly





dedicated console markar Sege have just produced yat another exceptional com-op is it a car? is it a plane? No, it's a halicopter, and a pretty

if's a hallcopler, and a pretty groovy one ei hal Thunder Blade puls you in he pilot seat of a lardy ridty fighter chopper. The controls handle past like the real thing, with a central poyalisk to govern height and lettinght movement. Your two weapons respective hire buttons are also housed in the

stok s handle — a cannon and an lie ho ground misselle clustar Finally lo your left here's a gear slick which allows you to choose betwee stow and last speed light. Slow affactively ellows you to hove. The sant is suspended by some slick hydraulics which ceuse you to shift about in resentant an investick.

ceuse you lo shift about in rasponsa to joystick movement in much the same way as you might in the real thing. However, unless you are very gung-to-end pul in years of immung and manage to get inwated to participate in a very violant wer, you re very unlikely to be able to judge the realism or otherwise of the

rescence that Transfer Blace asks you'd by You aller out with a larty second practice ressound unity a larty second practice ressound unity second practice ressound unity second practice respectively. In the second unity second practice respectively. In the second practice respectively. In second practice, and the second practice respectively.







IOp)

occuse Saga of esting on their durels With Afterburner barely off Iha leunch pad, and Heavyweight Chemp just imbenng up, Iha boffins could





missiles. The landscane missies I he indiscape begins as a high-rise building area, and you've got to guide your chopper in between the acrapers. The streets ere overrun by lanks and armound vehicles which also

liable to be crept upon by a hostile aircreft and strated — and you can even touch down

on the farmac
The eclion is incredibly fast,
shough it's fair to say that one
does feel a wee bit mora in
control than in Alterburner
You can fly over the lops of You can try over the lops of the 'scrapers' and hope that an enemy doesn't decide to pop up unexpectedly in your path, or you can take the lower level route, crusing a

lew yards above the ground, laking out all the ironcfads and avoiding the office buildings and frees that line the boulevards

fl you menage to negotate
fl you menage to negotate
line level the screen bnefly
reverts to a verticle as you
leke on an excraft carrier
bristing with anti-aircraft

arcade

law yards above the ground.

Now your skirts as a prior are neelly in for a feeling — you ve got to bring your whirlybird inrough the stone portals and negotiate your way through a hair-reising subtertainment obstacle course of statignies; and stelecties blasting eway and stelecties blasting eway.

While you're attempting to

ganity — and occasionally violently — swaying in response to your sleaning, you can almost smell the smoke of

Sega can certuinly pai themsolves on the back— egain Thunder Blade really does bring the dedicaled com-op one more step up the ladder of brilliance. And whel makes this game really special is thet, while the action is fast and furfous, it's not Quite fasi enough fo fumil into a lucky dip shoot-lem-up (as some people have found Afterburner to be)

Thunder Blade is a toughie, make no mistake ebout if but it's also e game where the exceptionally realists controls, the fonger you can expect to five if you're into sheer bone-shaking action sheer bone-shaking action-packed blesie billy, you ill not be disappointed, but there's more to Thunder Biede than just thritis in spills You may come for the

Nick Kelly



## ARCADES

## PREVIEW







# reedom fighting in arcades

omitionly had to dis discontrol with the control was a service of the cont

whom you're pladged to slimin ate are some class of sandinasties. "What is this place?" asks one of our nirepid onscreen heroes in the opening sequence. Why, Is a free country, buddy surely you've seen one of those before.

Bitt never lear, you reds, printes and members of the National Union of Journalist The National Union of Journalist Thomas and the National State of the N

your buddy blest your way past hordes of governmen troops commended by an colonel who can occasion; be spotted dancing about behind the lines, goading h nen on end giving our two svolutionary intends very rude ingla linger signs. Well, you an stock if up your junta, nale, the workers are svolling. Or something





# Sonic Sega

Another news hare from Sega has but caught one special control of the control of one smuch to the by now classic 1942 tradeon, with your striker small. but steek, jet your striker small, but steek, jet your striker small, but steek, jet word has control one of acquired of the sea you life over line cityscape. There are extra companion high less to extra companion high less to whole squadron of planes, and hermitest muniflors prints, to blow up to Young points. All

the and of the level there is an enormous arresting carrier to be leken out, which is no mean leaf. You do have three smart bombs, which lincrease in destructiveness in proportion to the number of comparison fighters you manage to have manage to have until you've lead with a big boy. Some Boomish likely to win many prace for encovation, but it's a noce variable on on an enduringly





IT'S YOU WE ANSWEI T'O

#### RAMPAGE COMP

If you washed in chance is wis a towering great Ramagas coint-up who all to imprass on with your scene of humour, good tasts and drawing shift by scene of humour, good tasts and drawing shift by halding you hast. Intendeed of you centre armogaing Magain Patchers, whilst there were even a pignif Magain Patchers, whilst there were even a pignif good fiberth flowers cliented to posture a set of a part fiberth flowers cliented to produce a set of larger of Lacry rigning up Zang Tewers and Martin Will couldn't bely correleres as Michael Whalte of Will couldn't bely correleres as Michael Whalte of mackles in all great comes as deep and mackles in all great comes as deep and mackles in all great comes as deep and

## UNFORGETTABLE WINNERS

Wall, about thirty-libres trillion of you knew that U2 waiter Sanot's real inten's in Paul Herston, but only one of you.—Chart Dendy of Basingtobbs—graft is less Eamon Dumphy's official U2 biography. The U6-forgetfable First. "Condolances, and a consideration of the Condolances, and a consideration of the Condolance (Rulation Manuer), Bardel Lindstreen (Sweden) and Time Bradeshaw (Edial).

# GREATEST CHRISTMAS GIVEAWAY EVER

In an extraordinary fit of fertifve generosity we assembled titilions of pites under a Chrimbo tree and gave you all the chance to win one by glving us your New Year's resolution. Here's a huge list of the winners. We had thousands of entries an not swerybody wan something but a good proportion of you did

Keil Cerrer, King's Lynu, Norfolk; Excelerater Disk drive). Alou Hest, Brockherse Pd, Walthgestewn; (Thundercels vid), Steve Pussell, Bridepert, Dorset; (Thundercels vid), Richard Lund, Weetgole, Morocombie; (Thundersels vid) with the commission of the commission

JER

(Thunderonts vid), Surv Nice Tipfree, Essex, (Thunderputs vidt). Alex Newman, London No. (Thundercots vid). b Couplostvan Estaboume, Boal Susura-Chunderogis vid), Devid Hookins. Northoll, Middx: (Thundercats vid). AWalker Deverous Honelch Eseau (Thundercats vid), A Smith. Aughton Lance (Thunderosts visit) Y Lewis, Horridean, Hants (Gary Lineker board geme), \$ Allen, Wroughton, Wilter (Surv. Line) or beard same). A Leung, Coombe Lane West, Kingston Upon Thomas (Gary Lineker board game). M Pennie, Allyre, Forres, Moegyshire: (Gary Lineker board game), M

(Gary Lineker board game). It Jones, Penciendd, Iwanseq; (Gary Lineker beard game). Julie Plesco, Pensiey, Wisral, Manuscride, (Georgia Lineau).

Mersevalde: (Gary Lineker beans) same). J V Fisicher, Harroagte, N Yorkshire-Official Femal), William Eqs. Pidelines Estate. Sounthenne-(Model Sleath). Bruce Humby, Wimbome, Dorsel: (J Dredd MPG) Street Houtton, Luion, Bedfordshire: (Swortl of Omens), Nell Portrer Yorm, Cleveland: (BuneQueel Ninia), Sichord Cooks. Dekhanger, Cheshire; (Airtin & Poeler), Folsol Horrist Perth. Scotland: (Alrtin & Poeler), Johnst Colsion, Exeter, Devon: (Airfix & Poster). Paul Ashimore. Woodheuse, Sheffield; (Airfix & Poster). @ Shoeles, Deeside, Chands (Case & Poeler), Michael

Sharpe, Pelerborough. Cambridgeshire; (Cap & Poeler). Mark Walkins, Amersham, Sucks: (Cop & Poeler) Michael Ninc Mid-Glam, South Wales: (Cap & Posled), Lacy Aves, Combridge (Cas & Poeler). Minhael Worsky Haydock, Memovaide- (Alvity & Poeler), William Proft, Exmouth. Devon (Airtix & Pester), Daniel Colley, Erdington, Sirmingham. (Airfix & Poeler). & Spencer, Cohrick, Nottoshom: (A)rby A Poster). Terry Bichard, Onkwood West Yorkshire; (Airfix & Poeler). Andrea Monte Tylrieslay

Andrew Meters, Tyrkessery,
Monchaefer, Lidira Byesled,
Sleven Mortis, Hooslam, West
Sussay, (Cop & Howler), Heest
Mustan, Scilbam, West
Michaeler, Cop & Forder, Serent
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le there any other free memory in the 128 apart from hex \$QOFA—OOFE? Hope you con halp. Daniel Jones.

Worthing, West Sussex

There is a problem when using graphics in that the colour map is still degred to the 8 × 8 matrix of the text screen. This means that when any lines crass, ar in any way enter the same 8×8 dot area. flyr must be the same colour within that gnd. Hence you drow one line in blue, then an adjacent line in red and suddenly find that the anginal line has turned red in places as well. There is a way round the problem, not absolutely perfect, but better than nothing By using the 'multi-colour' mode yo con net 4 colours per 8×8 area which

allows for a bookground calcurplus 3 others, so in theory you could have 3 lines of different colour all passen through the same 8×8 area with no overlapping of colours. However, you can't get 'get for nowf' as they say, and the penalty is that the horizontal resolution is holved the points in the Xplane are 2 pixels widel. This makes for a much coarser resolution which may not be acceptable so you have to make the choice between the two.

Ta get into multi-calour m 64. for example. POKE 53270. PEEK (53270) OR 16. The four colours are then set using addresses 53281, 53282, 53283 and the normal map, using bit patterns 90, 01, 10, and 11 respectively to select them, using the 2-bit value in the screen RAM instead of setting just one bit The free memory for machine code rootines on the 128 m much more complex than you might think because for certain applications you can use RAM below ROM as well By switching out the BASIC ROM (or even the KERNAL ROM) you can read the RAM at those addresses. In fact you can write to the RAM without having to swap out the ROMs first! Aport from these areas the any other potentially useful one is the cassette buffer at \$0800-Q8CO, another 192 bytes, Sa

# aware though that the disk auto-boot Resets

also uses this area.

i have a 64 and would like some information an how to reset the computer.

I have two reset switches one for use in the serial port and the other for use in the cortridge part, but neither will

reset thin computer. I knyn also tried to reset the computer with a paper dip by connection Na 2 and 6 on the serial part but again with na

hart Could you please help mn A. Boker, Landan

I have come across several cases where the serial reset line appears to have no effect. This seems to be the case with the later machines only so I can only assume first a chance of PCB devon has perhaps removed the reset line from the part, I spoke to same one of Cammadare about this same time ago and they have dihat there might have been a change, but couldn't say for certain. The reset using lines one and three on the User-part should still work on all machines however, so all all the ophons, that a the one I would recommend using. One point I would most strongly warn against however, is doing these sort of tests using paper dips, pilers and smilar Heath Robinso methods. Nine times out of ten they will work well, but on the tenth time you could just slip or pet the wrong hales and short out two other vital lines, this could cruse expensive damage to chips. Take the time to make up a connector so that you can check the connections

before plugging it into the powered-up Bit map

i havn a C128 and want to know how to get into the bit map in 80 col mode, and where to start the data that would fill thin screen in the bit map modin, like the 40 col' bit map mode starts at address \$2000. Stephen Maskery, Langton, Staffs.

The 128's 80-column map is not octually within the addressing range of the computer What hoppened is that rather than take up on awfully large amount of space in the existing memo man Commoders used an additional 16k of RAM for the 80-column screen mag which was then accessed through two registers which were in the named memory map. The result is that while more than adequate for text transfers, it pets rather slow when you try to do direct graphics using the 80-calumn bit map because of this 'battleneck' of the two registers. Fast arophics can be done an the 80-column screen, as several gragrams have demonstrated, but they use some foncy techniques for speeding up the process to get round the delay. If

you wort to experiment the two acroture are at 54784 and 54785. However, that isn't the whale story because the 8563 display thip itself has 37 registers that control the functions of the chip, I don't have anything like the space to go into detail here, but a very good book for grynne interested in playing with the 8563 is 'Commodore 28 Assembley Language Programming by Mark Andrews and published by SAMS which has a

complete section on the subject.

Print poser

Cauld you pleasn help me an the fallowing paints. Those are to do with the Cammodore 128 with a 1541 dlek drive and n 1525 Printer When I use the above system In 64 mode running Easy Script/Easy File and other word Processar/database system

thn system works OK. Howaver if I use the amouter in the 128 made and thin CP/M mode then strange things happen, if i use a word processor or any other CP/M program than the printer goes inta its self test routine printing gut the complete set of Commodore characters as if the self test/device change switch was in the 'T' position. If the CP/M modn is running

then when I select the CONTROL and Pikeys which directs the autput of the printer Instead of the screen then the printer goes into the self test routine again, the only way to get out of this is to switch the rinter off and an again and it e than listening again until I try to direct the output to the printer again where upon this thing happens again

Is there a fault an the printer or computer which may cause this and if sa could you please point me in the right direction ta the faulty companents? As I om capable of doing most

repairs myself.
Or is it that the printer is not compatible with the 128 ar CPM modes?

. A second point, is there ony way of giving this printer lower case descenders in I.C. replacements etc. as in the MPSB01 series of printers.

The third point is regarding the sound output an the 64 and 128 40-screen display this le accessed by pin 3 on the DIN connector is this the same Pin for 80 column display ar is there a Pin output an the 80 calumn RGBI connector. John Wolker,

Gateshead. One of the problems with the 1525 is that it was designed in the days before the C128 had even been thought of, it sounds very much as though the codes which the 128 made and CP/M made are sending it are not what the 1525 is looking for. This is especially true of CP/M which is set up on the 128 to use most of the newer Commodare printers. If the printer works perfectly with all rograms and BASIC in 64 mode, then there is unlikely to be anything wrong with either the printer or the computer semplipart it is almost curtainly a software problem. It may be possible to after the CP/M BIOS file to send the correct codes for the 1525, but I don't have one to try and you will need a good CP/M manual to do it yourself

Your second query on the possibility getting lower case descenders on the 1525 is also documed to failure. There is a software program that will turn your files into graphics files and print them in different fonts, but it has to be nin separately after you have prepared the document using your normal WP program and is so slow that it mally isn't worth the effort. The MPS&01 ROM will not work with the 1525, so no hape there I'm afreed. I really think that unless coal is a major problem that you consider investing in a new printer you really can't do justice to the 128 an

Hmm, those cheep memory expension kits are a cen ...

a 1525 these days, especially when there are so many inexpensive NLQ dot-matrix printers on the market,

### TV display

I recently bought a Commodore 128, and I have a question regarding the use of the 80-column display. According to the user's guide, to use the 80-column display you need either on RGB. monitor or a 1901 manitar set to a certain position,

I have a colour TV and I cannot afford to buy a menita yet, so I would like to know whether there is any way of using on 80-column display on my colour TV.

I would greatly appreciate if you could help me with this Christakis Ionnou, London.

on interface than please get in touch, otherwise I am oficial you are limited to 40 columns until you can build up the **Bad sprite** 

One of the problems with trying to see

BO column on a TV is that the resolution

is after set not good enough. Some

B&W TVs can produce an acceptable

picture, but using a colour TV to display

80 columns can cause calcur distortion

unreadable There are certainly lats of

videa to allow a much wider range al

receitors to be used, but I impound that

few companies would self an interface

uncertain. If any reader knows of such

for a TV when the end result is so

interfaces around for converting the

RG8I sanci into RG8 or composte

effects which make the text virtually

In your Issue you told us haw to use a laystick. I typed it In with my own data but oil !

gal was a bad sprite. Also I had to delete line 20. Then I checked my data and it wa right. PLEASE TELL ME HOW DID THIS HAPPEN? Also please onewer my questions:

1. How do your move o 2. How do you make sprites move and fire at each other? 3. How do you position sprites on the screen?

Please try and onewer my questions. It would help a lot If som could Niol O'Farrel and Kevin Kavonagh,

Having checked back on the Inne some I discover that premius made on oppearance again! There is a mis ine 20 st should read FOR 5-0 TO 62: POKE832+5,255: NEXT S As for moving a sprite, all you have to do a to piter the X and Y co-ordinate registers for the sprite you want to move. Page 157 (Appendix 0) of the 64 monual funless you have a different version of coursell contains the 'mon' of the santa reasters.

The sporte registers all start at address 53248 and the values given are added on to this start address, thus the X register for Spirite O is at O and the Y register is at 1 factual addresses 53248 and 53249 respectively). Get the idea? By changing the values of these two locations you change the position of the sonte on the screen, For example, by adding 1 to each value usede a loan. the sprite will travel diagonally across the screen from left to not? The exomple program in the June issue does

As for firing at each other, you can use other UDGs as the "bullets" or other sprites, the restriction on the latter being that you are using up a limited number. What you have to do is maintain a record of the postion of each built lusing a vanablel so that you know where it is on the screen, plus stonno information on its direction and speed not forgetting of course to check if it has hit onething You than move the bullets in very much the same way as making the sprites but probably at a faster speed - not very good using BASIC however, as it's normally much too slow to do all this. Postnaring of sprites on the screen is the same as moving them. You work out where on the screen you want to put them, beging in mind the values range from 0-319 in the horizontal OC direction and 0-255 in the vertical M direction (some a) which will be off the vaible area of the screen). You then POKE these values into the relevant X and Y registers, except that if the X value is going to be greater than 255 you must POKE the register with (X value -255) and set the relevant bit in register

16 (bit 1 for sprite 0 and so on) Your best bet is to get hold of a book Size Ran West's Programming the CBM 64' which can go into much more detail all how to do all these things than I could hope to cross into these two pages.



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